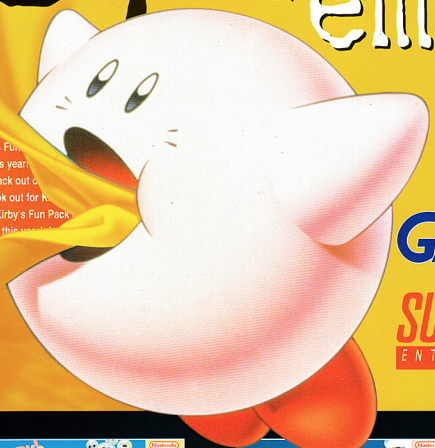
LOOK OUT FOR KIRBY'S FUN PACK ON SNES LATER THIS YEAR

Suck 'em in Spit 'em out



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STREET FIGHTER ALPHA 2

THE FIGHTING FRENZY RETURNS!!

After bringing you the first playtest last issue, the wait is finally over. Street Fighter Alpha 2 is upon us, so sit back and enjoy the first UK review. Yes gamelets, it's another EXCLUSIVE courtesy of NMS.

SHOSHINKAI SHOW SPECIAL

PAGE 7

COME ON, LUV – SHOW US YOUR HITS!!

The latest N64 titles were on display at the recent Shoshinkai Show in Japan and, naturally, NMS was there to bring you all the hottest news and gaming gossip. Mario Kart 64, StarFox 64, Zelda 64, Yoshi's Island 64 – they were all there! We're so excited, and we just can't hide it!

Nintendo®

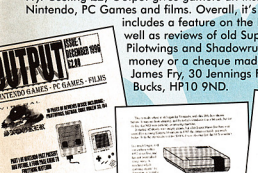
PEOPLE SYSTE

We're all very, very excited this month... After playing Killer Instinct Gold, Wayne Gretzky's 3D Hockey and Mortal Kombat Trilogy until our fingers blistered, we're happy to report that the first crop of N64 games just gets better and better! We've also been lucky enough to have a peek at Doom 64 and Hexen 64, and with Turok: Dinosaur Hunter shaping up to be the best first-person adventure EVER, the future looks extremely rosy, thank you very much! As for Christmas '96, why not treat yourselves to a copy of SFA2 and DKC3 on the Super NES – they're tops! Have a great Christmas and we'll see you again in the New Year!

DAVE

FANS FORUM!

Fanzine freaks get ready 'cos there's a new kid on the block! The latest, if somewhat expensive, release has been designed by James Fry. Costing £2, Output gives gamers an insight into the world of Nintendo, PC Games and films. Overall, it's well presented and includes a feature on the History of Nintendo, as well as reviews of old Super NES classics like Pilotwings and Shadowrun. To get a copy, send money or a cheque made payable to J Fry to: James Fry, 30 Jennings Field, Flackwell Heath, Bucks, HP10 9ND.



NINTENDO PEOPLE SYSTEM

Well Nintendoids, Christmas is almost upon us and, here at NMS, we're all looking forward to a week off to recharge our batteries before returning in the new year. But, what do we think the best thing is about the festivities? Let's find out..

DAVE "Leftovers" UPCHURCH

It probably comes as no surprise that Dave's highlight is the amount of food he buys for the festivities. "From Christmas Day to the New Year, I just sit in front of me telly and have a bloomin' good scoff," he says. Surprisingly however, there's a Christmas dish that Dave won't touch. "Sprouts! Don't give me sprouts! I can't stick 'em!" CURRENT FAVE GAMES:KI Gold, Donkey Kong Country 3, Wayne Gretzky's 3D Hockey, Waverace 64.

DAVID "Kissy Kissy" McCOMB

As hard as Davey tries, he doesn't have the best of luck when it comes to pulling the ladies. However, Christmas is his chance for some real action. Every Christmas Eve, he dons his Santa costume and the biggest bunch of mistletoe he can find and hits the streets of London. Watch out ladies, December, 24th is fast approaching! CURRENT FAVE GAMES:KI Gold, SF Alpha 2, MK Trilogy, Waverace 64, Pilotwings 64

PETE "Jingle bells" BARRELL

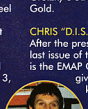
"The best thing about Christmas is the happiness it brings to one and all," was Pete's reply. "I just love spending an evening in, sitting by the fire listening to all the lovely little carol singers reel off tune after tune. Sometimes I even go out and join them." What a sappy sod you are, Pete! CURRENT FAVE GAMES:KI Gold, Donkey Kong Country 3, Wayne Gretzky's 3D Hockey.

SHAUN "Destruction" WHITE

Why does the word 'rock' always make Shaun go completely bonkers? One verse of 'Rockin' around the Christmas Tree' turns him into a metal maniac as he head bangs around the living room! It's a shame that he always trashes the tree as the song ends, but at least it keeps him happy! CURRENT FAVE GAMES:Wayne Gretzky's 3D Hockey, SF Alpha 2, KI Gold.

CHRIS "D.I.S.C.O" HOBBS

After the pressures of finishing the last issue of the year, Chris' highlight is the EMAP Christmas party. "It gives me the chance to kick back after a gruelling year, have a few beers, and impress the others with my disco dancing." The only problem for Chris is getting permission from his young lady to attend! CURRENT FAVE GAMES:Wayne Gretzky's 3D Hockey, KI Gold, NBA Hangtime.



PHIL "Easter bunny" DAWSON

When talking to Phil about the finer elements of Christmas, I'm not sure whether he missed the point, or if he really is stupid. "I like to give presents to all my family," he said. "Each year I get them the same thing - a nice big chocolate egg. Nothing sums up Christmas more than receiving an egg." Er, right Phil! CURRENT FAVE GAMES:Street Fighter Alpha 2, Mortal Kombat Trilogy, Donkey Kong Country 3.

RATINGS GUIDE

90-100 — ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.You wake up during the early hours of the morning and creep downstairs. You open the living room door, and the sight that greets you is truly amazing. The base of the tree is stacked high with pressies and, even better, most are for you!

80-89 — You can rest assured that your dear old mum has stacked the cupboards full to the brim with as much food as you can possibly imagine. There's no chance of you starving to death whilst you're enjoying your break - unless you invite Dave Upchurch to dinner!

70-79 — Okay, so you didn't get all the presents you wanted, but at least you're content knowing that you have a full week to do exactly what you want before returning to school. You can start by using your Christmas money to buy some of the things you didn't receive.

60-69 — Unfortunately, it didn't snow on Christmas Day. However, you can usually guarantee a downfall sometime during the festivities. At last, you can pick on all the people you hate (without getting into serious trouble) by pelting them with snowballs!

50-59 — As much as we all love the evening repeats of classic comedies and blockbuster movies, the daytime selection is ruined every year with James Bond reruns and extended editions of Eastenders and Coronation Street. Boring!

40-49 — You've pulled your crackers, strapped on a silly hat, and now you're ready to tuck into the turkey. Suddenly, everything stops as the Queen's speech is switched on. Oh well, at least in only lasts ten minutes!

30-39 — GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESSIThere's nothing worse than receiving a brand new game, setting it up and hearing those dreaded words from your parents. "Pack up the game, love. Your grandparents will be here in a minute." Now you have to spend the afternoon watching the black and white films on BBC2!

20-29 — Every year we hope for a white Christmas, but you know full well that, when you pull back your curtains on December 25th, a grey gloomy day greets you. Oh well, maybe next year, eh?

0-19 — You've received the present you always wanted, and can't wait to start playing. "You're not leaving the table until you've eaten your sprouts," says your mum. You look down "Oh my God. I've still got eight to go!"

TUROK: DINOSAUR HUNTER

LET'S TALK ABOUT REX, BABY!!

For months we've ranted and raved about Turok. Now we talk to the developers of this extraordinary game to find out how they turned it from an idea into a videogaming masterpiece. Hear it straight from the horses' mouths, starting on page 48.

PAGE 48

KILLER INSTINCT GOLD

PAGE 34

MORE GORE THAN EVER BEFORE!!

Rare's blood-thirsty beat-'em-up finally arrives on the N64, and we give it the full 64-Play treatment. All the Special Moves, Super Moves and End Specials from the arcades and a host of surprises await those brave enough to take a look!

MORTAL KOMBAT TRILOGY

IT'S A N64 FIGHT TO THE DEATH!!

The blood continues to flow as Mortal Kombat Trilogy enters the fray. More moves, fighters and hidden characters have been added to scare the living daylights out of the most fearless reader. Dare you turn to page 26?

PAGE 26

WAYNE GRETZKY'S 3D HOCKEY

GO AND GET YOUR SKATES ON!!

The golden boy from the NHL bursts into life on the N64. Go pad up, grab your skates, and discover the greatest ice hockey game ever developed. Would we lie to you...? Exactly!

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EDITOR
David "One move" Upchurch
ART EDITOR
Peter "Freelance" Barrell
DEPUTY EDITOR
David "Sick Boy" McComb
DESIGNER
Chris "Art Editor" Hobbs
REVIEWS EDITOR
Shaun "Still rockin'" White
TIPS EDITOR
Phil "In a minute" Dawson
OVERSEAS CORRESPONDENT
Warren Harrod
COVER ILLUSTRATION
Steve Kyte

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PUBLISHER
Andy "Prodigy, anyone?" McVittie
PROMOTIONS MANAGER
Saul "Got any games?" Leese
AD MANAGER
Lisa "Strangely silent" Hawkes
MARKETING MANAGER
Alex "Busty barmaid" Gorman
EXECUTIVE PUBLISHING DIRECTOR
Sarah "On the move" Janes

EDITORIAL HELL HOLE
Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.
PHONE: (0171) 972 6700
FAX: (0171) 972 6703

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We regret to say that cover-mounted gifts and promotions are not available to our overseas readers. Sos!

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Some Games are Simply Streets Ahead of the Competition

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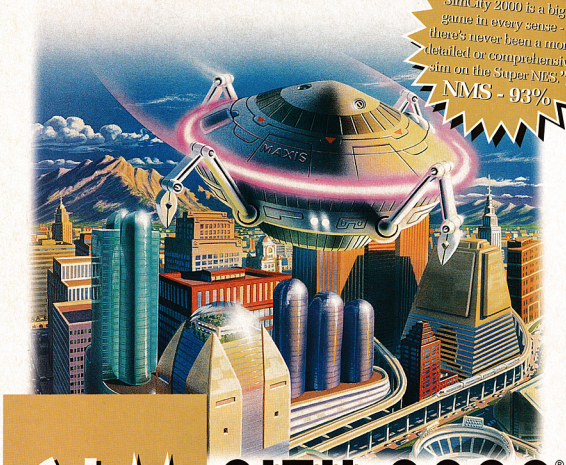

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Yoshi's Island 64!
Legend of Zelda 64!
Starfox 64!
Doom 64!
Hexen 64!

PLUS! Previews of the hot N64 games from Shoshinkai!

EXCLUSIVE REVIEW!

STREET FIGHTER ALPHA 2

Ready to rumble on Super NES!

KI GOLD vs MK TRILOGY

Battle of the 64-bit bloodbaths!

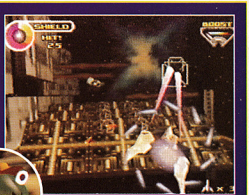
GAME BOY SUPER NINTENDO ENTERTAINMENT SYSTEM NINTENDO 64

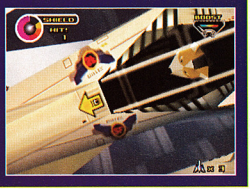
YOSHI'S ISLAND 64

Nintendo • TBA

Yoshi's Island 64 is the first fully 2D game for the N64, and is shaping up to be the best 2D platformer ever. Needless the say the graphics are beautiful, featuring rendered versions of all your favourite Nintendo characters, from the lovable Yoshi to writhing beds of vicious giant Piranha Plants!

The backgrounds are excellent too, with dozens of different layers which move in parallax to create a world which looks just as impressive as the best Disney cartoon you've ever seen. Also, massive monsters zoom in and out from the background to attack Yoshi, so pixel-perfect planning is needed to negotiate the levels. More importantly, the game looks like it's retained all the playability of the Super NES original. This is gonna to be a classic, and no mistake!





Nintendo®

NEWS NETWORK

NINTENDO'S SHOW OF SHOWS!

This year's Shoshinkai Show, held from November 22nd-24th, was arguably the most important in Nintendo's history, even more so than the one last year when they unveiled the N64. Although the N64 is a massive success in the US, the story is somewhat less rosy in Japan – mainly due to a severe lack of software. And, although the situation is finally starting to improve, it was vital for Nintendo to demonstrate that they meant business in the year ahead by presenting some truly incredible titles.

And present them they did! As expected, Mario Kart 64 and StarFox 64 stole the show (along with Blast Corps, they were the only games playable on the Nintendo stand), but what no-one expected was quite how amazing they were – StarFox, in particular, stood out as a stunning demonstration the machine's 3D capabilities. The first glimpses of Zelda 64 and Yoshi's Island, sadly shown only on video, were very impressive too.

And the really good news was that third-party titles were shaping up pretty well too. For example, Konami's J-League Perfect Striker is simply beautiful, while Seta's Rev Limit is set to make Ridge Racer look like something from the Stone Age!

All in all, this year's Shoshinkai Show was just the confidence-building shot in the arm Nintendo needed. And for us punters, it was a thrilling look ahead to the killer games we can expect to be playing next year!

DOUBLE-D DELIGHT!

As expected, Nintendo used the show to unveil the much talked about 64DD disk drive add-on. Although no price or launch date (apart from a customarily vague "late 1997") was set, Nintendo confirmed that the device used a custom 3.5" floppy disk as its storage medium, could hold up to 64Mb (512Mbits) of data (of which up to 32Mb can be user-writable), and had a loading rate of 0.79Mb/second – 5.4 times faster than a single-speed CD-ROM. Nintendo also confirmed that the 64DD will also come with a memory expansion pack.

As proof of the device's speed (and that it actually worked!), Nintendo had the original Super Mario 64 running off a 64DD and there were no noticeable loading delays as Mario moved from room to room. And to demonstrate the add-on's 'user-writable'-ness, demonstrators were taking video camera shots of the show's visitors, loading them into the 64DD, and then displaying the digitised images on a rotating cube. Nintendo claims that, in the future, companies will be able to create three types of game: ones that run on cartridge, ones that run on disk, and ones that run on both in tandem! Indeed, Legend Of Zelda 64 has been confirmed as a 64DD game and uses the latter system. We'll be taking a closer look at the 64DD next month.

(ABOVE) The 64DD disk drive add-on looks pretty much like everyone thought it would do – i.e. like some tiny overtuned toaster.

(ABOVE) Boom! Boom! Shake the... er... controller! It's the Jolt Pack!

SHAKIN' ALL OVER!

The oddest new N64 gadget was Nintendo's own 'Jolt Pack', a unique controller add-on. Fitting snugly into your controller's memory pak slot, the Jolt Pack vibrates when it receives certain signals from a game's software to simulate enemy hits or explosions. The peripheral was demo'd with StarFox 64 and Blast Dozer, and proved to be surprisingly effective and nowhere near as naff as it sounds. The Jolt Pack, due for launch early in '97 at a price yet to be fixed, is just the first of several add-ons planned, including one which turns your controller into a lightgun with the Z trigger used to shoot!

N64 OVERLOAD!

There was a huge number of games presented at this year's Shoshinkai. Below is a list of each and every one of 'em, along with details of who's publishing them, when they're due for release in Japan and whether they were playable, shown on video or just announced as 'In Development'.

GAME	PUBLISHER	STYLE	RELEASE	STATUS
64 Sumo	Bottom Up	Sports	May '97	On video
Blade & Barrel	Kemco	3D Combat	Dec '96	Playable
Blast Dozer (Blast Corps in US)	Nintendo	Action	March '97	Playable
"Bomberman Game"	Hudson Soft	Action	TBA	On video
Cameleon Twist	Japan System	Action	Nov '97	Playable
Cavalry Battle 3000	Japan System	3D Combat	Nov '97	On video
Doraemon	Epoc	Action	March '97	Playable
Dual Heroes	Hudson Soft	3D Fighting	TBA	Playable
Go! Go! Trouble Makers	Enix	Action	March '97	Playable
GoldenEye 007	Nintendo	3D Shooter	TBA	On video
Great Emperor Of The Jungle	Nintendo	Action	Spring '98	Announced
"Hagane Game"	Hudson Soft	Fighting	TBA	Announced
Hexen 64	Game Bank	3D Shooter	Jan '97	Playable
Human Grand Prix	Human	Racing	Dec '96	Playable
J-League Dynamite Soccer 64	Imagineer	Sports	Feb '97	Playable
J-League Live '97	EA/Victor	Sports	Dec '96	Playable
J-League Perfect Striker	Konami	Sports	Dec '96	Playable
Kirby's Air Ride	Nintendo	Action	TBA	On video
Like Thunder 'GO'	Seta	Boardgame	Jan '97	On video
Magic Century Eltale	Imagineer	RPG	April '97	On video
Mahjong 64	KOEI	Boardgame	TBA	On video
"Mahjong Game"	Video System	Boardgame	TBA	Playable
Mahjong Master	Konami	Boardgame	TBA	Playable
Mario Kart 64	Nintendo	Racing	Dec' 96	Playable
Mission: Impossible	Victor	Action	April '97	On video
Morita's Shogi 64	Seta	Boardgame	May '97	Playable
Mother 3	Nintendo	RPG	TBA	On video
Multi-Racing Championship	Imagineer	Racing	April '97	Playable
Powerful Pro-Baseball 4	Konami	Sports	TBA	Playable
Power League 64	Hudson Soft	Sports	TBA	On video
Pro Baseball Stadium King	Imagineer	Sports	Dec '96	Playable
Pro Mahjong Kiwame 64	Athena	Boardgame	Feb '97	Playable
"Pro-Wrestling Game"	Hudson Soft	Sports	TBA	On video
Rev Limit	Seta	Racing	Feb '97	Playable
SDF Macross	Tomy	Simulation	May '97	Announced
Saint Andrews	Seta	Sports	Nov '96	Playable
Sonic Wings Assault	Video System	3D Combat	TBA	Playable
StarFox 64	Nintendo	3D Combat	March '97	Playable
Star Wars: Shadows Of The Empire	Nintendo	Action	TBA	On video
Super Real Island	Seta	Simulation	May '97	Playable
Super Robot Spirits	BanPresto	Action	TBA	On video
Turok: Dinosaur Hunter	Acclaim	3D Shooter	March '97	Playable
Virtual Pro-Wrestling	Asmik	Sports	March '97	Playable
Wild Choppers	Seta	3D Combat	Jan '97	Playable
Wonder Project J2	Enix	Adventure	Nov '96	Playable
Yoshi's Island 64	Nintendo	Action	TBA	On video

JUNGLE FEVER!

Nintendo's big new N64 game announced at the show was The Great Emperor Of The Jungle, a huge 128 Mbit cart (!!) due for release in 1998 (!!!!). Nintendo is claiming that the game, based on the classic animated film created by the late Osamu Tesuka, will be a major step forward in terms of videogame design and conception. According to a Nintendo spokesperson: "The story of [The Great Emperor Of The Jungle] is full of love and adventure, and it will only be expressed in Nintendo 64's imaginary space."

This announcement is something of a major coup for Nintendo. Although you've probably never heard of it, The Great Emperor Of The Jungle is as well-loved in Japan as Disney's classics are in the West. Indeed, many claimed that Disney's The Lion King was, er, 'inspired by' Tesuka's movie. And in another first, Nintendo will be producing the title in collaboration with Tezuka Productions, to ensure that the game stays true to its creator's original vision. Look out for screenshots in, ooh, about eight or nine months time...

STARFOX 64

Nintendo • March '97

Without a doubt, StarFox 64 was the big highlight of Shoshinkai. The game follows on from the Super NES classic where you take control of Fox McCloud and his beastly gang of intergalactic peace-keepers, and fight a horde of enemies both in the air in your starship and on the ground in a spacetank. Some levels 'force' you along a pathway (as in the original), while others let you wander anywhere you want.

Naturally, the game looks superb. Super-smooth scrolling, beautifully detailed graphics, huge enemy fighters, amazing animation – the works! StarFox 64 is also packed with a range of special effects such as reflections of afterburners and laser blasts on the metallic spaceships, and amazing shadows cast by ships as they pass in the sky. There's even a misting effect which means that objects in the distance gradually appear, rather than popping up unexpectedly.

However, the most exciting news is a special four-player battle mode! In this, each player takes control of one character and battles it out until only one ship is left. There's absolutely no slow down, and it also uses the full 3D field so that you can fly wherever you want.

Starfox was displayed with the Jolt Pack meaning that, when you were hit by an enemy laser, the controller shook in your sweaty hands! Excited? I know we are!

LEGEND OF ZELDA 64

Nintendo • TBA

It's been extremely quiet on the Zelda front for far too long now. But the pointy-eared elf is soon to return in what is hoped will be the greatest RPG of all time. Judging from his appearance, Link has certainly grown up a bit since we last saw him on the Game Boy – his cute, boyish looks have been replaced with a more man-like stature.

At present it's unclear how the play mechanics will work, although we're expecting his movements to be controlled via the 3D Stick. It's also highly likely that the A and B buttons will be used for attacks and using special items, with the Z trigger used as a second attack button. Alternatively it might allow Link to duck, like Mario in SM64. Although many items are free, there'll be certain essentials that need to be purchased, so players must keep their eyes open for Rupees. Another familiar aspect is his life meter being in the form of hearts.

As previously revealed, Zelda 64 will appear on the 64DD using a unique disk and cartridge system; we presume that the 64DD disk will be used to store location data, while the character data will be loaded from the cartridge. Although Zelda 64 is not due for release until late next year, it already looks set to be an RPG milestone. Start counting the days...

Dizzard

A French Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

SUPER MARIO KART 64

Nintendo • 14 December '96

Shoshinkai visitors were only allowed five minutes to sample the delights of Super Mario Kart 64 on the Nintendo stand. However, everyone lucky enough to play the game agreed that it was an absolute stonker! The full game was on display, meaning that players could see Hyudoro Pond, Mario Circuit, Sherbert Land, Wario Stadium and Peach Circuit, the tracks which Nintendo had been keeping under wraps before the show. And, guess what, they're just as impressive as all the rest!

Also on display was the battle mode, where four players can team up and try to knock each other off an airborne, circular circuit.

There will be a full 64-Play next issue. However, if you never see a copy of NMS again, don't worry – we're just too busy playing Mario Kart to get a magazine out!

BLAST DOZER

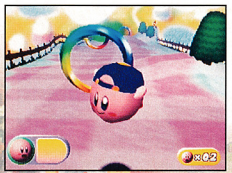
Rare • March '97

Believe it or not, Blast Dozer (or Blast Corps, to you and me) was looking better than EVER at the show, with improved explosions, graphics and nail-biting action. The game is simple: stop a runaway missile carrier from destroying humanity by demolishing the buildings that stand in its way. Blast Corps was displayed with the juddering Jolt Pack, making the game even more exciting as huge buildings and missiles exploded!

KIRBY'S AIR RIDE

Nintendo • TBA

What's going on with Kirby? The first news we heard of the pink peril's N64 debut was a game called Kirby Bowl, then that was changed to a four-player racing game. However, Nintendo seems now to have settled on a one-player racing game where you guide the Kirbster as he surfs across various levels on his magic star. Only one thing's certain – it looks ace!



MOTHER 3

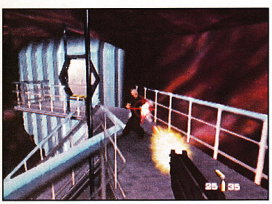
Nintendo • TBA

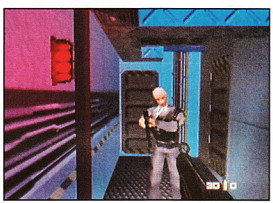
The eagerly-awaited RPG sequel to Mother 2 (which was retitled Earthbound in the West) is the only other game apart from Zelda 64 officially announced for the 64DD, although it's not known whether it'll come on cart too. Once again you guide the 50s throwback kids as they battle the evil Gygas and attempt to save the world. These early graphics look lovely, but there's no news yet on how the gameplay works.

GOLDENEYE 007

Nintendo • TBA

Although the Rare bods are still keeping this game firmly under their hats, the footage on show at Shoshinkai looked incredible. Basically, Goldeneye 007 is a Doom clone where you take control of the infamous secret agent and tackle various missions. And yes, before you call, these are game shots, not renders!





(ABOVE) Oh, they don't like it up 'em, do they?

J-LEAGUE PERFECT STRIKER

Konami • 22nd December 1996

Fans of International Superstar Soccer Deluxe on the Super NES will go ga-ga over this! Konami's new footy sim, the first for the N64, plays very similarly to the 16-bit classic, right down to the Pass and Shoot buttons doubling up as Tackle and Shoulder Charge when you're not in possession. But what really shows off the leap to 64-bits are the graphics! The 2D fixed viewpoint has been replaced with a totally 3D environment, and several camera angles are available, although each remains from the side of the field. You won't believe the detail and animation on the players – for once, that old cliché about "it's just like watching the telly" is true!

The game features every J-League team (sixteen in all), and offers all the Strategies from ISSD. Each player's ability differs, as does their stamina level which is indicated by a happy or sad face. There's also an option to create your own players. Once on the field, you can perform virtually every move you'd expect to see on a Saturday afternoon – flicks, diving headers, one-two's, through balls and overhead kicks. And if that hasn't got you bursting with excitement, there's also running commentary – although as it was in Japanese we didn't have a clue what they were saying!

It's hoped that J-League Perfect Striker will be released in the UK sometime in April, complete with English commentary (and retitled International Superstar Soccer 64, we'd wager). However, if you want to see more, stay tuned 'cos there'll be a full preview next month!

DUAL HEROES

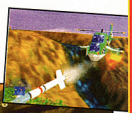
Hudson Soft • TBA

Although still a long way from completion, Dual Heroes is beginning to shape up nicely. This 3D beat-'em-up follows the adventures of four characters, Gai, Zen, Hou and Gun, who like to spend the long winter evenings thrashing each other! The version on show featured detailed and well-designed 3D arenas which scrolled very smoothly, although the game-play still needs some tweaking.

WILD CHOPPERS

Seta • January '97

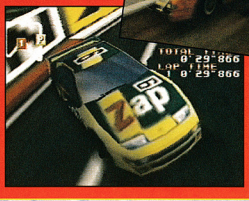
Wild Choppers is another title which is beginning to look very special. The game features a new control system where the D-pad and 3D Stick are used in conjunction to control your chopper. The level on display featured a swarm of enemy fighters and the graphics were stunning, the scenery scrolling by smoothly with no obvious clipping or pop up.



REV LIMIT

Seta • February '97

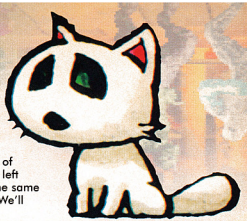
Rev Limit was definitely a show highlight. As well as offering a selection of cars and courses to choose from, the game also allows players to choose the weather conditions, season and time of day. The courses are also excellent, with the buildings which line the sides of the track being incredibly detailed and very realistic. Gosh!



HOSER

A Canadian Expression
For People Who Toss Gum On The Street.

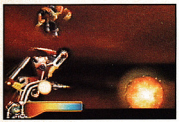
GUM.....ENJOY IT. WRAP IT. BIN IT.

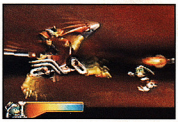


GO! GO! TROUBLE MAKERS!

Enix • March '97

Although not much is known about this title, the game is being written by Treasure, a bunch of former Konami employees who were responsible for the excellent Probotector and, after they left Konami, GunStar Heroes and Guardian Heroes. Go! Go! Trouble Makers! appears to be in the same mould as Treasure's earlier games, a platform blaster with a variety of characters to control. We'll bring you more news as it breaks.





MAGIC CENTURY ELTALE

Imagineer • April 1997

The first cartridge-only RPG for the N64 will be Magic Century Eltale. It's currently having the finishing touches put to it by Imagineer, and is set to appear during the first half of '97. The story centres around three young adventurers battling against evil monsters in a world based on Mediaeval Europe. We hope to bring you more in the near future. However, if these screenshots are anything to go by then we're in for quite a treat.

MULTI-RACING CHAMPIONSHIP

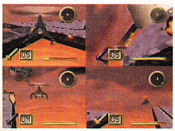
Imagineer • April 1997

At present we only have shots of this Sega Rally lookalike's one-player mode, although it's believed that a two-player split screen race will be incorporated. There are at least four vehicles available and several tracks from which to choose including Desert, Ice and Parkland. Multi-Racing Championship also features an action replay option which allows you to view the race from several viewpoints.

BLADE & BARREL

Kemco • December '96

Although there were only one-player versions of Blade & Barrel on display, the game is beginning to improve in leaps and bounds. B&B is a shoot-'em-up where players take control of military helicopters and tanks and go head-to-head with armed terrorists. There are eight vehicles to choose from, all with uniquely different weapons and handling.



J-LEAGUE DYNAMITE SOCCER

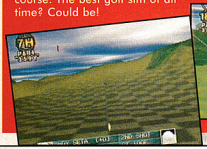
Imagineer • February 1996

This is the third N64 footy game to be approved by the Japanese Football Association, and naturally features all 16 J-League teams. Early screenshots look slightly disappointing, although we've been informed that the developers are hoping to deliver a highly playable game to rival Konami's and EA's efforts Hmmm, we shall see.

ST ANDREWS

Seta • November '96

By the time you read this, St. Andrews will be on general release in Japan. And it's going to be an absolute corker! All eight selectable golfers have been creating using motion capture, and the course itself is an exact recreation of the infamous golf course. The best golf sim of all time? Could be!



WONDER PROJECT J2

Enix • Out Now (Japan)

Another game which will be keeping Japanese N64 owners happy is Wonder Project J2, a life simulator where you teach an orphaned robot girl to become a real human being. Graphically the game is excellent, mixing cartoon and polygon characters but, given its bizarre nature, it's unlikely that the game will be released in the UK.

THAT'S NOT ALL, FOLKS!

Obviously, given the amount of stuff on show, we couldn't cover it all this month. However, look out for more next month!

Doik

An American Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

SPECIAL CHALLENGE!

From all over Britain they came: the eight fastest Mario Karters in the country, ready and willing to do battle for the ultimate prize – to be proclaimed TWIX® Junior Gamesplayer Of The Year! Oh, and to win loads of fab prizes! This is their tale...

A few months ago we here at NMS, in collaboration with the good people at TWIX®, began a search, its aim: to find the greatest Nintendo gamers in the country! Literally hundreds of applicants wrote in with their best Mario Kart times, each hoping to be one of the eight invited to the grand final. Sadly, although all the entries were excellent, it was these hot Nintendoids who racked up the fastest times (no doubt with the aid of a TWIX® or two!) and so earned themselves a place in the final: Paul Bowman, High Wycombe, Bucks; Breno Braga, Woodside Park, London; Matthew Cavanagh, Swanley, Kent; Jon Chamberlain, Mangotsfield, Bristol; Carl Hutchings, Orton, Peterborough; Peter Geale, Chinnor, Oxon; Trevor Jarrett, Maidstone, Kent; Simon Tong, Enfield, Middlesex.

The winner! Trevor Jarrett (front) with two other players and the hosts, Rik (left) and Chris (right).

THE TWIX® JUNIOR GAMESPLAYER OF THE YEAR HAS BEEN FOUND!!

Trevor Jarrett and Breno Braga (right) go head-to-head in the Quarter Finals' face-off!

Matthew Cavanagh (left) and Simon Tong do battle in the very first race of the challenge!

A DAY AT THE RACES!

The finals were held on Saturday, 2nd November, at the massive Virgin Megastore on London's Oxford Street. As the starting time for the final – 2.30pm – approached, you could sense the tension building in the packed store. And when the hosts, Rik Henderson from Channel 4's Gamesmaster and Chris Knight from Maxis, and the contenders took to the stage, everyone went wild – the challenge was finally on!

Matthew Cavanagh ponders his chances in the Semi-Final race against Jon Chamberlain (left)!

TO THE VICTOR, THE SPOILS!

Of course, there can only be one true winner. And after three gruelling races against some truly awesome opponents it was Trevor Jarrett who emerged triumphant. The plucky chap won himself a special TWIX® Junior Gamesplayer Of The Year medal, £250-worth of Virgin Megastore vouchers, £250-worth of Nintendo games, a year's supply of TWIX®, plus a goody bag, containing an Anime video, a T-shirt and a cap. And the runners-up didn't go home empty handed either – they each won a special medal and a goody bag too. If you didn't manage to make it to the finals either as a player or a spectator, you missed a truly phenomenal event. Next year we're hoping to stage a similar challenge, so next time why not take a break from the norm and see if you can become the TWIX® Junior Gamesplayer Of The Year!

Trevor is the TWIX® champ!!

QUARTER FINALS	SEMI-FINALS	FINAL	THE WINNER!
Simon Tong			
Matthew Cavanagh	Matthew Cavanagh		
Jon Chamberlain		Jon Chamberlain	
Peter Geale	Jon Chamberlain		Trevor Jarrett
Paul Bowman			
Carl Hutchings	Paul Bowman		
Breno Braga		Trevor Jarrett	
Trevor Jarrett	Trevor Jarrett		

TWIX A BREAK FROM THE NORM!

PRIZE GUYS!

A special thanks to all the people who helped make the TWIX® Junior Gamesplayer Of The Year challenge such a great event, particularly THE Games for the Nintendo prizes, AD Vision for the Anime videos of 801 TTS Airbats, and Acclaim for the bags.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** CAPCOM
- **PRICE:** 49.99
- **RELEASE:** DECEMBER
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 32 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** All the usual pre-fight goodies - speed, difficulty - you know the sort of thing!

GAME INFO

- **GAME ORIGIN:** This game precedes Street Fighter 2: The World Warriors
- **GAME DIFFICULTY:** Moderate to extremely tough
- **SCORE TO BEAT:** Complete on level four with Ryu
- **ALTERNATIVES:** Super Street Fighter, Ultimate Mortal Kombat 3, Killer Instinct

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Excellent

X — Medium Punch

A — Medium Kick

B — Heavy Kick

Y — Weak Punch

L/R — L: Strong Punch, R: Strong kick

S — Start: Starts/pauses, Select: Taunt opponent

GAME CREDITS

- **DEVELOPED BY:** CAPCOM
- **DISTRIBUTED BY:** THE GAMES
- **MADE IN:** JAPAN
- **ARTWORK:** © CAPCOM

STREET FIGHTER ALPHA 2

Later in this issue, you'll be subjected to two of the most brutal and blood-thirsty games ever developed for the home console. However, if that's not quite your cup of tea, why not choose a good old fashioned street fight. It's not that violent... honest!

How many times have you had to sit through a boring conversation about your mate's 32-Bit console? The truth is, aside from the tasty graphics, the gameplay has hardly been anything to shout about. However, every day these sad little people go on and on about their Greystations and Sadturns being light years ahead, whilst you've remained faithful to your humble Super NES. Well, fret not loyal Nintendoids, there's good news on the horizon. Street Fighter Alpha 2 is due for release in the few days, and it's just as playable as ANY 32-Bit game you'll ever see!

IT'S GOOD TO BE BACK!

At last! After a two year absence, Street Fighter returns with the most comprehensive version to date - SF Alpha 2. Although there are only two gameplay modes (one or two player), it more than makes up for this with an abundance of special moves, attacks and combos. The major difference is that there are now 18 characters to choose from, apart from Blanka, Guile and Honda who've decided not join the proceedings. However, as you're about to discover, there's much more to this game than meets the eye...

CLASSIC COMBOS!

Despite preceding the original Street Fighter 2, the fighting techniques are much more advanced. The Super Combo Gauge (which is broken into three sections) at the bottom of the screen builds up as you inflict damage. Once a portion of the meter is full, you can deliver a Super Combo by activating a special move. The strength of the move is determined by how many buttons you press. For the perfect finish, wait until the power bar reaches level three, and launch into the Combo using all three Punch or Kick buttons. Now sit back and enjoy the ride!

(ABOVE) SF Super Combos, coming soon to a Super NES near you!

Exclusive

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

NMS SEAL OF QUALITY

IF I COULD TURN BACK TIME!

As well as using the Super Combo Gauge for Super Combos, SFA2 allows players to perform Custom Combos. By pressing two Punches and a Kick, or two Kicks and a Punch, you can execute a variety of attacks and special moves to create a devastating multi-hit combination. The amount of time you have to make these moves depends on which level the gauge has reached. However, speed is essential 'cos even on Level Three you'll only get a few brief seconds before your nasty opponent comes straight back at you!

OI! WATCH OUT FOR THE...FOOLED YA!

You can also use your special moves to good effect without even launching the attack! SFA2 has incorporated a special Taunt option which, when used correctly, can leave an opponent confused and defenceless. By using the pause button instead of a Punch or Kick, players can fake a special move which should result in the opponent trying to block an attack which hasn't arrived! By waiting for a split second, you'll be able to jump towards your opponent and begin a combo, just as they stop blocking. Clever idea, eh?

(ABOVE) Chun-Li auditions for a lead role in Riverdance.

BACK WITH A VENGEANCE!

Now you can turn defence to attack with one simple Alpha Counter. This is similar to the Combo Breaker in Killer Instinct, and can get you out of trouble when the heat is on. To perform the Counter, make sure you have at least one level full on your Combo Gauge. Now block your opponents move and perform your fighter's counter move. Not only will you receive some pretty hefty bonus points, but you'll also knock your opponent to the floor and gain the upper hand!

I HEAR YOU BLOCKIN'!

Once you've selected your fighter, there are a couple of decisions to be made before you face your opponent. Your first choice is whether to select Auto or Manual blocking. If it's Manual then all blocking is up to you. However, newcomers might prefer Auto as, every time they're not attacking, their fighter automatically puts up their defence. The second decision is to choose between Normal and Turbo speed. There isn't much between them, but Turbo is the best, allowing you to thrash your opponent in double quick time!

REVIEW

SUPER NINTENDO

MEET THE GANG!

Well, here they are, the SFA2 fighters... what a vicious bunch! Although we're not going to list all the special moves and Super Combos just yet, here's a little taster of what you can expect. Look out for a moves guide in a future issue of NMS!

SAKURA

A school girl with the hots for Ryu, Sakura has dedicated her life to street fighting after a nasty run-in with three men from her college. If she proves herself in battle, perhaps she'll win Ryu's heart...

One of Sakura's most deadly moves is her Hurricane Kick. Simply turn a quarter circle from Down to Back on the Joypad and press any Kick. There she goes!

Like her heart-throb Ryu, Sakura can unleash a fearsome set of fireballs! Let's see how they burn...

Turn a quarter circle from Down to Forward, then press any Punch.

For the Super Fireball, turn a quarter circle from Down to Forward twice, then press the Punch keys. Wow!

Another Sakura favourite is the uppercut. To execute the move, press Forward, Down Forward, Forward and any Punch. Then just watch that little girl fly!

RYU

You might have seen this guy before! A student of the Shotokan school of karate, Ryu has devoted his entire life to perfecting the true way of the warrior through mastery of the fireball.

Ryu has spent many years developing his Hurricane Kick, which now comes in two varieties!

Make a quarter turn from Down to Back and press Kick for a mercifully light, yet quick, Hurricane Kick.

However, a quarter turn from Down to Back twice with the Kicks produces a lethal Hurricane combo!

Hey, hey, the Dragon Punch is back! To let loose, just press Forward, Down Forward, Forward then any Punch. It's still delightful to watch, isn't it?

Another Ryu move is his Collarbone Breaker. When close to your opponent, simply press Forward and Medium Punch and you'll grab another fighter's collarbone and try to snap it in two!

ROLENTO

A former Vietnam commando, the strict and insane Rolento controls his own crack squad of soldiers. In a deal with the Mad Gear Organisation, he and his cronies rule the criminal underworld with an iron fist...

Rolento's Patriot Circle is good in close-quarters. Make a quarter turn from Down to Forward, press Punch, and he'll spin his baton, breaking ankle bones!

Any fan of SFA2 will know Rolento's amazing Take No Prisoners Super Combo. Here's a taster...

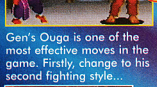
Make two quarter turns from Down to Forward and press the required number of Kick buttons.

Rolento will then set a fuse. When it burns to the end, it'll send Rolento's enemies screaming into the air!

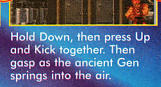
Rolento's High Jump is a sneaky way to stay out of trouble. Hold Down then press Up and he'll spring into the air, landing on the other side of the arena.

GEN

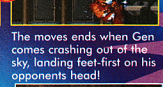
Legendary for defeating opponents with his bare hands, young warriors seek Gen in the hope of beating him and achieving fame. However, ol' Gen's only interested in thrashing true warriors... and SFA2 gives him a choice!



Gen's Ouga is one of the most effective moves in the game. Firstly, change to his second fighting style...



Hold Down, then press Up and Kick together. Then gasp as the ancient Gen springs into the air.



The moves ends when Gen comes crashing out of the sky, landing feet-first on his opponents head!

Unlike the other fighters, Gen has two fighting styles. To switch between them, press all the Kick buttons together, or all Punch buttons to return to normal.

Like Chun-Li, Gen can punch until his fists become a blur! To perform this move, simply press any Punch button repeatedly.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GUY

Guy uses his skills in the fight against evil, having used his powers in the past to bring down the Mad Gear Gang. However, as long as evil festers, Guy's dedicated to bringing criminals to justice.

If you want to try one of Guy's Super Combos, his Shadow Barrage is one of the most entertaining.

Make a quarter turn from Down to Forward twice and press the Kick buttons you require.

Guy will then charge across the screen, and knock his opponent's stuffing out with a barrage of nasty kicks!

Another sly Guy move is his Whirlwind Kick. Make a quarter turn from Down to Right, press Kick, and he'll spin across the screen like a human chopper!

Guy's Hou-zan-to sees him crouching down, throwing himself into a tumble, rolling to his opponent's feet, then springing up to greet them with a heavy punch!

A cunning twist on Dhalsim's Yoga Flame and Fire is his awesome Yoga Inferno Super Combo.

To use this move, make two quarter turns from Down to Forward on the Joypad and press Punch.

Behold! A plume of flames will leave Dhalsim's charred lips and incinerate unlucky fighters who get too close!

DHALSIM

This Indian monk seeks to unify his mind, body and soul through Yoga. As he nears his goal, Dhalsim must test himself in battle before he can achieve a higher state of consciousness.

If ol' Stretch is getting a hard time, press Down, Down Forward, Forward and two Punch buttons simultaneously. This will teleport him out of harms way!

You'll be glad to hear that Dhalsim can still use his Yoga Fire and Flame moves. Even better, you can use the same moves as before!

AKUMA

Being a natural born fighter, Akuma will do anything to win. He believes that the SF tournament is his only chance of a decent challenge, and seeks to beat his old master, Gen.

Messatsu-go-shoryu is one of Akuma's most popular Super Combos...

Make two quarter turns from Down to Forward and press Punch.

Akuma will speed across the screen and unleash a fierce Dragon Punch!

Fireballs look good, but they're easy to avoid. However, by making a quarter turn from Down to Forward and pressing Punch while airborne, Akuma will send a fiery comet crashing to earth!

Being a dedicated fighter, Akuma hates to stay too far from the action. Therefore, he's developed a roll which can bring him face to face with distant warriors. Quarter turn Down to Back, then Punch.

If you want to try a Super Combo, Zangief's Aerial Russian Slam is one of the most exciting...

Make two quarter turns from Down to Right then press the required number of Kicks.

Zangief will become engulfed in the familiar blue shadows, and punch his opponents into the clouds!

ZANGIEF

A Serbian wrestler, Zangief has decided to test his powers against the toughest fighters in the world. However, even though he lacks the speed of other warriors, he's damned strong!

Known as the Banishing Fist, this move involves Zangief turning his back on his opponent, then turning around and smashing them in the face!

For Zangief's Double Lariat press two Punch or Kick buttons simultaneously, and he'll spin like a whirlwind across the arena!

CHUN-LI

Secretly pursuing Shadowloo, the international smuggling operation, Chun-Li fights like a demon. However, the memory of her father's death at Bison's hands still lingers.

Most SF characters love to show off their fireballs. However, Chun-Li's got an absolute cracker!

Make two quarter rolls from Down to Forward and press all three Punch buttons together.

My, just look at the size of that combo fireball! Pretty impressive. It's called a Kiko-sho, if you're interested...

Another excellent Chun-Li move is the Axe Kick where she flips onto her hands, jumps back up again and smashes her feet onto her opponent's aching bonce!

Here's another blast from the past, where Chun-Li's legs become a blur of violent kicks. Just keep tapping any Kick button and this special attack will be yours!

Ken's Shadow Dragon Super Combo makes his traditional Dragon Punches even more lethal.

Make two quarter turns from Down to Forward and press the desired number of Punch keys.

If done correctly, Ken will spin across the screen and unleash a violent uppercut on the other fighter!

KEN

Another familiar face. Ken was Ryu's training partner but, given his inflated ego, he believes that he's the best fighter in the world and now seeks a confrontation with his long-time rival. This could turn very nasty!

Ken's brutal Hurricane Kick also features in SFA2. To use it, make a quarter turn from Down to Back, press Kick, and marvel that Ken never gets dizzy!

Ken's famous fireballs also feature in this instalment of Street Fighter action. To unleash it, make a quarter turn from Down to Right and press any Punch.

BIRDIE

Birdie works as a bouncer in Shadowloo's punk clubs, using his muscles to impress his bosses. Winning this tournament could help establish him as a respected Shadowloo criminal.

Birdie's Bull Revenger Super Combo is one of the dirtiest moves in the game.

Make two quarter turns from Down to Forward and press a Punch key.

Birdie will then scoop up his opponent and bash them off the ground!

Holding Back, then pressing Forward and Punch together, unlocks Birdie's Bullhead move where he turns red, rushes across the screen and sinks his head into his opponent's face!

Another move allowing Birdie to use his head is the Bullhorn. To do this, hold down all three Punch buttons to build up energy, then release them to make Birdie spin across the screen and get stuck in!

Adon's Jaguar Baleed combo allows him to leap through the air, cloaked in mysterious blue shadows.

To use this Super Combo, make two quarter turns from Down to Forward and press your Punches.

When Adon reaches the other side of the screen he'll shower a flurry of kicks on the other fighter!

ADON

After training with Sagat for many years, Adon was disgusted when his old companion was defeated at the hands of Ryu. He now seeks Sagat to defeat him and become the only Muay Thai master.

To make Adon jump away, then hurtle back with vicious kick, make a half turn from Back to Forward and press Kick.

For Adon's Jaguar Kick, where he smashes his heels on another fighter's skull, make a quarter turn from Down to Forward and press Kick. Ouch!

KATANA

Katana is a student of Japan and its culture. A former henchman of the Mad Gear Gang, Katana aims to revive the crime ring and defeat Guy, the man who brought the organisation to its knees.

Katana's Meido-no-miyage, better known to us as The Pummeler, is an awesome attack!

Make two quarter turns from Down to Forward and press the number of Punches you want.

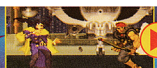
Kitana will then run to his opponent and push them across the screen, slashing them with his blades!

One of Katana's favourite moves is his Jigoku Scrape where he slashes worried warriors with his mighty blades!

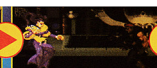
Katana can also spike opponents, then toss them casually over his shoulder. Ohhh, painful...

ROSE

Constantly searching for the right balance of action and reaction, Rose possesses an intuition that borders on telepathy. Luckily, she turns her powers against Bison's evil tyranny...

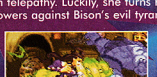


Drawing on her mystical powers, Rose's Soul Illusion Super Combo is twice the fun...



To use the mysterious move, make two quarter turns from Down to Forward and press Kick.

Rose will conjure-up a shadowy double of herself, and get stuck in. Four fists are better then two, after all!



Rose's robes may not look ideal for street fighting but, with her telepathic powers, she can twist them into weapons!

Try pressing Forward, Down Forward, Forward, then Punch, and witness the most elegant Dragon Punch ever!

The Psycho Crusher, eh? I suppose you'll want to know how it's done. Oh well, here it goes...

To use this Super Combo, press Back, Forward, Back, Forward and the number of Punch keys you want.

The electrified Bison will then curl himself into a human torpedo, and crush his cowering opponent!

BISON

Bison craves combat with true warriors. Having received word of Ryu's powers, Bison's body glows into a blue flash in anticipation of confronting him with his Psycho Crusher!

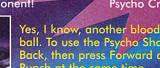
Press Down, Down Forward, Forward then two Punch or Kick keys simultaneously. Now you see him... now you don't!

Yes, I know, another bloody fireball. To use the Psycho Shot, hold Back, then press Forward and Punch at the same time.

SAGAT

Sagat ruled as the ultimate street fighter until cheeky Ryu decided to knock his crown off. Humiliated and honourless, Sagat vows revenge at any cost. Ryu had better watch his back...

To make Sagat run across the arena and unleash an attack, simply use his Tiger Raid Super Combo.



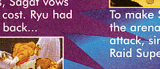
This move requires players to make two quarter turns from Down to Back and press the Kick keys.

If done correctly, Sagat will charge across the arena and perform a massive Dragon Punch!

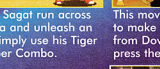
Sagat's Tiger Knee is dead handy in a tight corner. Press Forward, Down Forward, Forward then any Kick button to make the move.

For the single Tiger Shot fireball, make a quarter turn from Down to Forward on the Joypad and press any Punch button.

Fancy a Sonic Boom super combo? Well, Charlie is the ideal character for you!



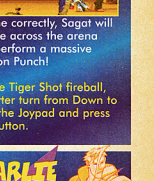
Press Back, Forward, Back, Forward and the required number of Punches.



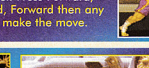
The other fighter will be battered black and blue by a sonic barrage! Serves 'em right!

CHARLIE

A member of the secret elite military team, Charlie co-piloted a special mission into Thailand with Guile. However, they were captured and tortured in a jungle prison. Now he seeks revenge on his cruel captors...



Having been a close comrade of Guile's, Charlie uses the same special moves! Hold Back then press Forward and Punch simultaneously for a Sonic Boom.

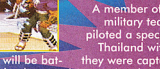


Another old Guile move! To execute the Flash Kick, hold Down then press any Kick and Up, and Charlie will whip into the air, his feet connecting with his enemy's chin!

DAN

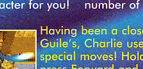
Ten years ago, Dan's father was killed by Sagat. Cue another revenge theme! After perfecting incredible powers, desperate Dan chooses to unleash them on those who dare to stand in his way.

Another fan of Ryu's fighting style, Dan boasts a fireball Super Combo.

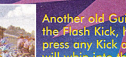


Make two quarter turns from Down to Forward and press your Punches.

This fireball is known as the Sinku-gadouken, whatever that means. Nice, isn't it?



What a cheeky blighter! Dan can make Forward and Backward Taunts, where he rolls across the ground and makes faces at his opponent!



Make a quarter circle from Down to Right, press Punch, and Dan will perform a Dragon Punch with a fiery fist!

(ABOVE) Birdie does the hand jive

COOL BACKGROUNDS!

Surprisingly, not only does SFA2 boast all the moves and characters from the coin-op original, but all the backgrounds are there too! The locations include an aircraft hangar with an ominous jet hovering in the background, murky alleyways in Japan, a mysterious forest glade, and a busy city centre where thousands of cyclists ride past, totally oblivious to the foreground fighting! In two player mode you can choose which location to fight in, making for exciting and varied gameplay.

ALL THIS AND AN INTRO SEQUENCE TOO!

Capcom must have spent ages squeezing all this game information onto one cart, but the programmers have even left room for a startling intro sequence! This short animation features portraits of all the SFA2 fighters in various dramatic poses. Here's a taster of what you can expect...

(ABOVE) The best SF intro sequence ever...?

COMMENT

DAVEY

When it comes to beat-'em-ups on the Super NES, you won't do much better than this. Somehow, Capcom have managed to include all the backgrounds and characters on one cart, along with the special moves that made the coin-op such a classic. There's even an excellent intro screen and end sequences which will make you want to complete the game with each different character! Although the gameplay is slightly slower than its arcade cousin, the game is packed with a huge number of Super Combos and secrets to unlock, ensuring that you'll come back to it time and time again. An essential purchase for all SF fans this Christmas. Order your copy now!

COMMENT

SHAUN

With so many editions of SFA 2 being released, it was slightly daunting plugging in the Super NES version, knowing how the other versions played. Would it stink and show us that the Super NES is finally becoming outdated, or could it still compete with its newer rivals? In my opinion, it doesn't fair too badly. The graphics are excellent, and the gameplay is also impressive. The game is smooth, and feels incredibly solid. With new fighters to control, this can't fail to impress Street Fighter fanatics. The only drawback is that it's not quite fast enough. When you enter a fight you sometimes feel the game needs to step up a gear - even on the fastest setting. At one stage, certain people were predicting a miserable Christmas for Nintendoids across the UK. Pah! How wrong could they be...?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Excellent! All your favourite SF characters are there in all their glory!

91

SOUND

▲ The sort of music and spot effects that you've come to expect from SF games

87

PLAYABILITY

▲ In two player mode, this is one of the most playable beat-'em-ups ever on the Super NES

▼ As you'd imagine, it's not as fast as the coin-op

92

LASTABILITY

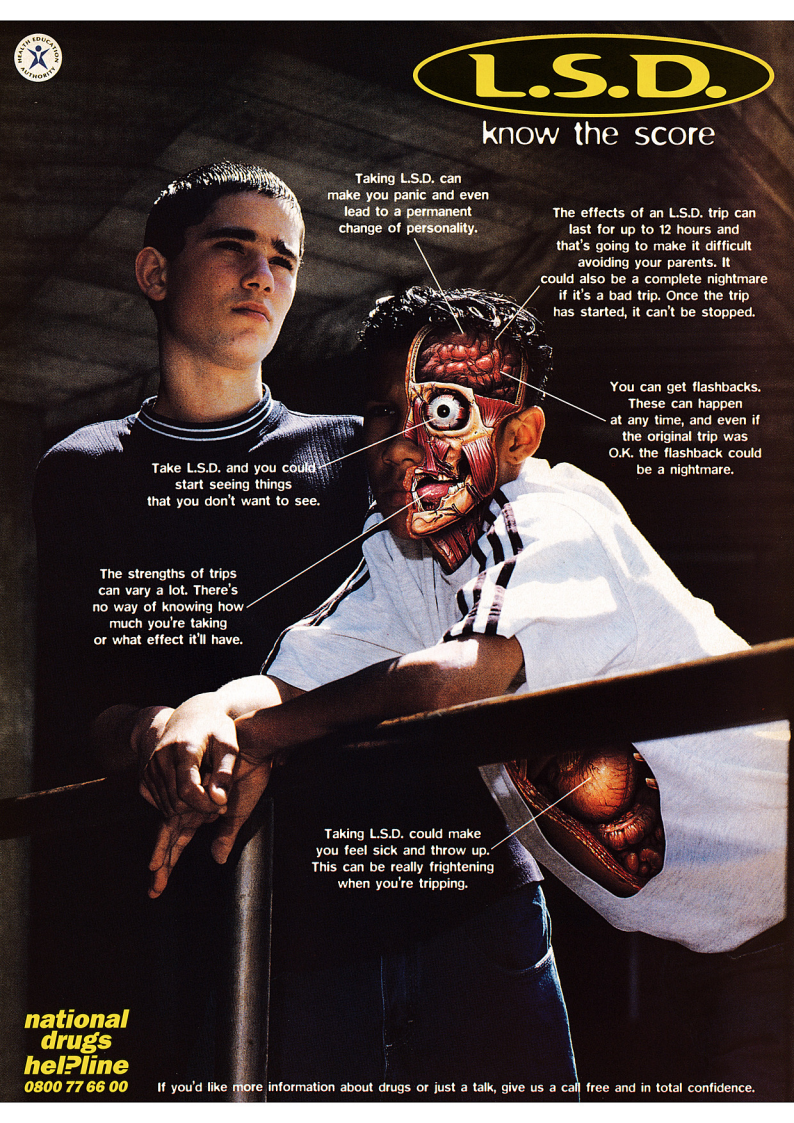
▲ With loads of special moves and Super Combos to master, this'll last you long into 1997... and beyond!

88

OVERALL

The ultimate SF title for the Super NES. If you're a fan of the earlier titles, this will delight you. However, if this is your first SF game, you'll be hooked instantly!

90

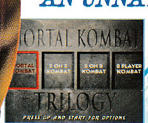

L.S.D.
know the score
Taking L.S.D. can make you panic and even lead to a permanent change of personality.
The effects of an L.S.D. trip can last for up to 12 hours and that's going to make it difficult avoiding your parents. It could also be a complete nightmare if it's a bad trip. Once the trip has started, it can't be stopped.
You can get flashbacks. These can happen at any time, and even if the original trip was O.K. the flashback could be a nightmare.
Take L.S.D. and you could start seeing things that you don't want to see.
The strengths of trips can vary a lot. There's no way of knowing how much you're taking or what effect it'll have.
Taking L.S.D. could make you feel sick and throw up. This can be really frightening when you're tripping.
national drugs helpline
0800 77 66 00
If you'd like more information about drugs or just a talk, give us a call free and in total confidence.

AGGRESSIVE REGIME!

A feature which makes its debut in MK Trilogy is the Aggression meter. As you kick 'n' punch your opponent, this meter builds up gradually until the entire word 'Aggressor' is revealed and begins to glow. When at full aggressive power, the Kombatants become cloaked in mysterious shadows and are much stronger and able to pull off extra special moves. To increase this bar, normal punches, kicks and combos are the best, special moves not making much of an impression. So you'll just have to learn to fight fairly, won't ya?

(RIGHT) As if Cyrax wasn't fearsome enough, Scorpion's got four to contend with!

AN UNNATURAL SELECTION!



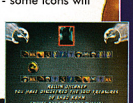
As with KI Gold, featured later in this issue, MK Trilogy gives players a variety of game styles to choose from. And here they are!

MORTAL KOMBAT - The original arcade slugathon where players choose a Kombatant and pitt them against a horde of vicious warriors. In one-player mode, you can choose from Novice, Warrior, Master and Champion levels which range from eight to eleven battles before you can face the dreaded Shao Kahn. For two-player games, each human player chooses a fighter and indulges in a one-on-one scrap.

2 ON 2 KOMBAT - This option allows players to take part in a gruelling tag team endurance match. Once the Kombatants have been chosen from the character select screen, the two fighters picked first enter the arena. When the first warrior's power reaches zero, they explode (yes, explode!) and the second hapless takes over. The first team to be defeated twice loses. And that's it!

3 ON 3 KOMBAT - Exactly the same as above except, erm, you choose three fighters instead of two!

8 PLAYER KOMBAT - Another Mortal feature first glimpsed in UMK3. This option allows up to eight players to choose one character each and take part in a tournament which ends when only one Kombatant is left standing. As a reward, the winner is presented with a range of icons, each of which represents a prize from the Lost Treasures of Shao Kahn. Choose your reward wisely - some icons will give you a full demonstration of the finishing moves, others allow you to play Space Invaders, while a few throw you into an endurance match with some of the most experienced warriors!


SELECT A PRIZE
SELECTION DIFFICULTY
YOU MAY STILL CHOOSE FROM ALL AVAILABLE
PRIZES AT ANY LEVEL
(CHOOSE YOUR REWARD WISELY)

CART SPEC

- **BY:** WILLIAMS
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW (USA)
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 64 MEG

GAME FEATURES

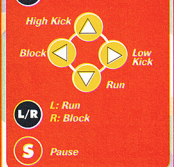
- **NO. OF PLAYERS:** 1–8
- **HEAD TO HEAD:** Yes!
- **BATTERY BACKUP:** Nope!
- **CONTINUES:** Yeah!
- **OPTIONS:** Keys, difficulty

GAME INFO

- **GAME ORIGIN:** Williams take all the Mortal Kombat games and combine them, virtually unchanged, on one N64 cart
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Beat game with Rayden on Warrior level

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Excellent



GAME CREDITS

- **DEVELOPED BY:** WILLIAMS
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** USA
- **ARTWORK:** © WILLIAMS

C'mere! Just when Liu Kang and his mates thought they'd have time for a rest after UMK3 on the Super NES, they've been called back for a titanic battle on the N64! Yes, all the creepy Kombatants have lined up for your pleasure, ready to get their noses broken, rips snapped or their still beating hearts ripped from their chests, just so you can have a good time. Well, d'ya feel guilty now... Nah! Of course you don't!

MK Trilogy rolls all the previous installments into one. After Goro's defeat, the Outworld Gods were prevented from taking over the Earth. As their revenge, the nasty villains lured Liu Kang and his gang to the Outworld for a rematch. However, it was a trap. When the fighters left Earth the Dark Emperor, Shao Kahn, used the opportunity to resurrect his dead wife Sindel, an unholy act which opened a portal between our planet and the Outworld. This Trilogy represents Kahn's final attempt to take over the world...

CONTENDERS... READY!

The most notable difference in MK Trilogy is the number of Kombatants to choose from. The 26 characters on offer include all the fighters from previous MK installments, including Sheeva, Johnny Cage, Baraka and Rayden who were sadly missed in UMK3. The character select screen also features two empty boxes which hide secret playable characters. An unmasked Sub Zero and a female Smoke are rumoured... but don't worry, we'll keep you posted!

OH! YOU BRUTAL THINGS!

An all-new -Ality, which first appeared in UMK3, makes a welcome return on the N64. Brutalities, where fighters simply hit their opponents until their body explodes in a blast of blood, bones and internal organs, are performed after the Finish Him message appears. Players are given a few seconds to tap the correct series of buttons before the CPU takes over and inflicts the remaining moves needed for that gory splash of red. Nasty...

KILLER KODES!

As with MK3 and UMK3, the game also features Kodes which can be entered during two-player matches to access hidden games and unlock new modes of play. Although nothing has been confirmed at present, MK Trilogy is bound to feature more secrets than ever before, making this installment the most durable of the lot, forcing fans to play 'til they've discovered all the Kodes to enhance their regular battles.

MILEENA

Murdered by her twin sister Kitana, Mileena was brought back to life by Shao Kahn himself. The dark emperor wants to use Mileena's skills in the battle against Earth's warriors, her ability to read Kitana's thoughts allowing him to stay one step ahead!

KANO

After the first Tournament, Kano fled to the Outworld. Before the invasion of earth, Kano convinced Shao Khan to spare his soul, arguing that he was the only person who could teach the Outworld warriors to use Earth's weapons!

(ABOVE) What a nasty, nasty man!

KITANA

Kitana was accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Khan appointed a group of warriors to catch his daughter and bring her back alive. Now she has to face each Kombatant in turn...

REPTILE

Always a reliable servant to Shao Kahn, Reptile was chosen to assist Jade in the capture of Kitana. However, whereas Jade was ordered to bring Kitana back alive, Reptile has been told to bring back the renegade Princess at all costs... even if it means her death!

(ABOVE) Boo!

KUNG LAO

Kung Lao's ambition to reform his ancient group of warriors, The White Lotus Society, came to a halt when Shao Khan invaded Earth. As one of the Kombatants chosen to defend Earth, Kung Lao must use his fighting skills to bring down Kahn's reign of terror.

SHANG TSUNG

Shang Tsung, Shao Kahn's lead sorcerer, fell from favour after his defeat in the original Mortal Kombat. However, as Khan plans his conquest of Earth, he once again needs to use Tsung's magic, and so grants the evil magician more power than ever before.

SINDEL

Sindel once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she has been reborn on Earth. Her evil intent is matched by Shao Kahn's tyranny, and her rebirth was the key to his occupation of Earth.

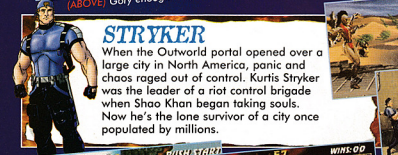
(ABOVE) Gory enough for ya?

SEKTOR

Sektor is the first of three prototype Cybernetic ninjas built by the Lin Kuei clan. He was once a human assassin, but volunteered for automation because of his loyalty to the clan. Sektor is one of the few to survive the Outworld invasion... after all, he has no soul to take!

STRYKER

When the Outworld portal opened over a large city in North America, panic and chaos raged out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Khan began taking souls. Now he's the lone survivor of a city once populated by millions.



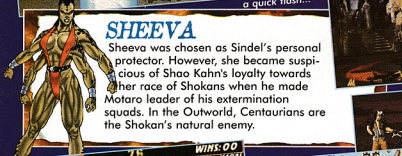
(ABOVE) Nightwolf gives Rain a quick flash...

NIGHTWOLF

Nightwolf works as an historian and preserver of his people's culture. When Kahn's portal opened, Nightwolf called on ancient Shamen powers to protect his tribe's sacred land. This mystical area has become a threat to Kahn's occupation of Earth.

SHEEVA

Sheeva was chosen as Sindel's personal protector. However, she became suspicious of Shao Kahn's loyalty towards her race of Shokans when he made Motaro leader of his extermination squads. In the Outworld, Centaurians are the Shokan's natural enemy.



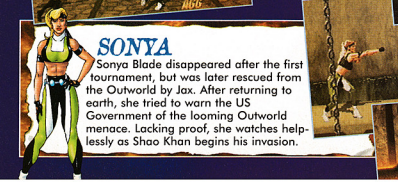
(BELOW) Now that's scary!

SCORPION

When Shao Khan made a failed attempt to steal the souls in Earth's hell, Scorpion was able to escape from the Nether Region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.

SONYA

Sonya Blade disappeared after the first tournament, but was later rescued from the Outworld by Jax. After returning to earth, she tried to warn the US Government of the looming Outworld menace. Lacking proof, she watches helplessly as Shao Khan begins his invasion.



SMOKE

Smoke is the third prototype Cybernetic ninja built by the Lin Kuei. He tried to escape the automation process with Sub Zero, but was captured. His memories were stripped away, creating an emotionless killer. However, Sub Zero believes his soul can be saved...

RAIN

Rain was once a member of the Lin Kuei with Sub Zero, but fled the Clan under mysterious circumstances. Years later, Rain was discovered working for Shao Khan. However, he's begun to question his loyalty after watching the violent invasion of Earth.

(ABOVE) Awww! Isn't that lovely?

JADE

When the renegade Princess Kitana made her escape into the unknown regions of Earth, Jade was appointed by Shao Khan to bring her back alive. Once a close friend of the Princess, Jade's faced with the choice of betraying her friend or disobeying her Emperor.

BARAKA

Baraka was sent to quell an uprising of renegade races in the Outworld's lower region. After his victorious battle, the nomadic warrior returned to fight on the side of villainy. Under the guidance of Kahn, Baraka poses a formidable threat to his Earth counterparts.

(ABOVE) Baraka gives Cage the chop!

JOHNNY CAGE

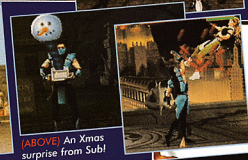
Cage was killed by an Outworld extermination squad. However, he managed to cheat death when his path to the after life was blocked by the merger of Earth and the Outworld. His soul entered his body again, enabling him to join his friends once more in battle.

ERMAC

Ermac's past is shrouded in mystery. However, it's believed that he exists as a life force fed by the souls of dead Outworld warriors. Unfortunately, Kahn has taken possession of these souls and is using them to fight on the side of evil.

NOOB SAIBOT

Noob Saibot belongs to a group called the Brothers of Shadow who worship evil and a mysterious fallen Elder God. His mission is to spy on the events taking place in the battle between the realms and report back to his enigmatic leaders.



(ABOVE) An Xmas surprise from Sub!

SUB ZERO

Sub Zero broke the sacred Codes of Honour by leaving the Lin Kuei Clan and is marked for death. But, unlike the ninjas of old, his pursuers come as machines. Now, he must not only defend against the Outworld menace, but also elude his soulless cyborg assassins.

KABAL

Although a chosen warrior, Kabal's identity's a mystery. It's believed that he's the survivor of an attack by Kahn's extermination squads. As a result, he's viciously scarred and kept alive only by artificial respirators and a rage for ending Kahn's conquest.

JAX

After failing to convince his superiors of the coming Outworld menace, Jax began to covertly prepare for future battles with Kahn's minions and outfitted both arms with indestructible bionic implants. This is a war that Jax's prepared to win.

RAYDEN

As Earth's sworn protector, Rayden finds himself banished in the merger between Earth and the Outworld. When the Elder Gods refuse to assist him in aiding the Earth, the thunder god is forced to take matters into his own hands...

(BELOW) Baraka's pressie for Kiddie!

(ABOVE) Cyrax blows himself up!

CYRAX

As the second Cybernetic ninja from the Lin Kuei clan, Cyrax is also programmed to find and terminate Sub Zero. Without a soul, Cyrax is undetected by Shao Kahn's death squads and remains a possible threat against the Outworld occupation of Earth.

LIU KANG

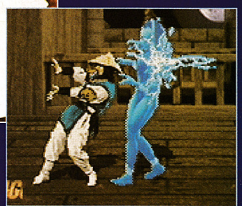
As the Shaolin Champion who thwarted Kahn's schemes in the past, Liu Kang finds himself the prime target of Kahn's extermination squads after the Outworld invasion. Of all the humans left, Kang poses the greatest threat to Shao Kahn's rule.

THEY'VE GOT ALL THE MOVES!

Aside from the backgrounds and game styles, the special moves have been enhanced too! The new attacks include Rayden's Reverse Lightning blast where he fires his energy beam off the screen, only for it to reappear on the other side and engulf his opponent from behind! Baraka's got a cool new move called Whirling Blades where he'll spin round and round like a top, his blades stretched outwards, to slash the other Kombatants. In fact, there's a host of other new moves to discover in MK Triology... keep reading NMS and all will be revealed!

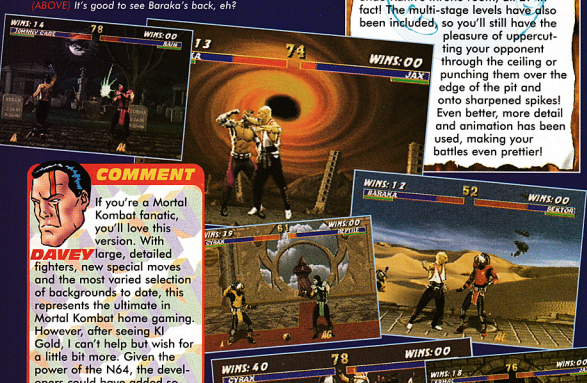
(ABOVE) *It's good to see Baraka's back, eh?*

(BELOW) *And this is how Rayden's new Reverse Lightning move works. Sneaky, isn't it?*



BRILLIANT BATTLEGROUNDS!

Another major feature in this visceral version is the inclusion of every MK background to date. They're all here - the courtyard complete with clapping monks, the pit, the church, the desert, Shao Kahn's throne room, all 27 in fact! The multi-stage levels have also been included, so you'll still have the pleasure of uppercutting your opponent through the ceiling or punching them over the edge of the pit and onto sharpened spikes! Even better, more detail and animation has been used, making your battles even prettier!



COMMENT

DAVEY

If you're a Mortal Kombat fanatic, you'll love this version. With large, detailed fighters, new special moves and the most varied selection of backgrounds to date, this represents the ultimate in Mortal Kombat home gaming. However, after seeing KI Gold, I can't help but wish for a little bit more. Given the power of the N64, the developers could have added so much to the basic game, such as 3D backgrounds and new characters, rather than simply releasing a straight conversion of the arcade classic. The sound is also disappointing, with some moves such as Sektor's net being muffled and indistinct. Essentially, MK Trilogy is like ordering smoked salmon in a posh restaurant and getting it. Although you'll enjoy the experience, it holds no surprises. With a little more effort and imagination, it could have been the definitive Mortal bloodfest. Oh well...

CART CARNAGE!

Have you ever been unlucky enough to play MK games on inferior 32-Bit systems. If you haven't you'll have missed the dreadful pauses when you tap in your Fatality key combination and wait for the finishing move to load from CD! Naturally, this doesn't happen in the N64 version. Also, there are no annoying breaks between battles, and the game feels much more solid than other versions. See, Mortal minions, it'll be worth the wait!

N64 PLAY

NINTENDO 64

BREAKDOWN

	LOW	AVG	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	AVG	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS

▲ Well drawn, nicely animated versions of all your favourite characters. The backgrounds are tops too.

SOUND

▼ Poor. Many of the special moves are accompanied by muffled sound effects which undermine the excitement of the action.

PLAYABILITY

▲ MK Trilogy retains the addictive fun of the original arcade classic, no more, no less.

LASTABILITY

▲ With new two player options and an eight player tournament, this should satisfy devotees for a long time.

OVERALL

An excellent conversion which should keep the hardcore Mortal fans happy. However, if you're looking for something a little different on the N64, you'd be better to wait for a more innovative beat-'em-up.

All the magic of Disney

"Maui Mallard offers a challenge which everyone will enjoy. Top notch presentation and slick playability. Donald Duck rules - and that's official!"
NMS - **87%**

"Pinocchio's a great little game. The brill animation mimics the Disney cartoon accurately."
NMS - **Sept 96**

All the challenge of Nintendo

Pocahontas, Pinocchio and Donald Duck in Maui Mallard

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* Pocahontas is available on Game Boy. Maui Mallard is available on Super NES. Pinocchio is available on Super NES and Game Boy.

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N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** RARE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 64 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes!
- **BATTERY BACKUP:** Yes!
- **CONTINUES:** Yes again!
- **OPTIONS:** Blummin' loads!

GAME INFO

- **GAME ORIGIN:** One of the most popular beat-'em-ups of all time gets the N64 treatment
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Beat the game with Sabrewulf or Jago on Normal level

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Excellent

A Quick kick

B Quick punch

Z Practice menus

Fierce punch / Medium punch / Fierce kick / Medium kick

L/R L: Not used / R: Not used

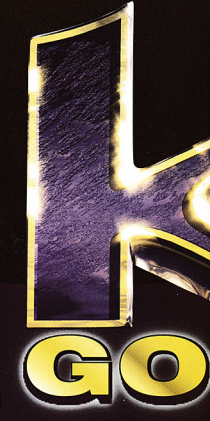
S Pause

GAME CREDITS

- **DEVELOPED BY:** RARE
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** UK
- **ARTWORK:** © RARE

If you thought Killer Instinct on the Super NES was impressive, you're in for a big surprise. If you thought the coin-op was the best fighting game of all time, you'd better sit down. Yes, loyal Nintendoids, it's our pleasure to announce that Killer Instinct Gold on the N64 is the best beat-'em-up EVER for a home console, and it even beats the arcade versions into the ground!

Given such a simple formula, it's hard to believe that a beat-'em-up could be so exciting. However, the boys at Rare have worked their magic once more, adding new depths to the game that you'd never have believed possible. Besides the new options that you'll be able to read about over the next few pages, KI Gold is fun. And we don't just mean that you'll enjoy playing the game once in a while. One game and you'll be hooked. Don't be surprised if find yourself sitting in front of your telly at five in the morning, desperately trying to perfect that awesome Combo Breaker. Please approach this game with extreme caution!



PICK A GAME, ANY GAME!

After an excellent intro screen, which shows a metallic KI logo superimposed on a background of red-hot flames, the first thing that'll strike you is the number of game types you can choose from. Here's a quick run-down...

ARCADE - This mode will be familiar to every KI fan. Choose a fearsome fighter and pitt them against a vicious band of warriors, all in the hope of finding the evil Gargos and defeating him forever. If you die, you have a limited number of continues to try again. It's as simple as that, Killer Instinct devotees!

TEAM - This mode allows players to choose a group of fighters and take part in a massive tag team scrap. Your fiendish team can range from two to eleven warriors, and you can choose to play against the CPU or another human player. If you're feeling particularly confident, you can make your two-player team challenge a nasty horde of eleven! But that would be very, very silly...

PRACTICE - In practice mode you can choose a fighter and beat the crap out of an immobile CPU character. However, there's a twist. At the top of the screen you'll see a line of text which instructs you how to perform a special move. Pressing the Z trigger brings up a menu of special moves, combo breakers and so on, and you can choose which one's displayed on screen so you can practice until you get it right! Now you're cooking on gas!

TEAM ELIMINATION - It really means elimination! As before, choose a team of two to eleven fighters and challenge the CPU or a trusted mate to battle. However, to knock a character out of the running order, you must perform a finishing move! These moves can be unleased at any point, and range from Maya's drop-an-elephant-on-your-opponent fatality, to Sabrewulf's finisher where his opponents are carried off by a flock of vampire bats!

TRAINING - Perched high on a snowy mountain is an ancient monk, a master in hand-to-hand combat. If you visit him, he'll instruct you how to perform special attacks, then test you on what you have learnt. After a CPU demonstration of the move, you're given ten seconds to repeat it and break a wooden dummy in two. If you don't manage it, your master will be disappointed! However, he's usually kind enough to give you another chance...

AN EXPLOSION OF COLOUR!

Do you think that Orchid would look delectable in blue? Or how about Sabrewulf wearing a nice pair of green pants? Well, now you have the chance to experiment! By pressing Up or Down when selecting your fighter, you can change the colour of their costume before the fight begins!

KILLER MANIPULATION!

As if the basic game wasn't startling enough, players are given a host of options which can be used to tweak the game beyond recognition! You can choose the speed of play, which ranges from Normal to Ludicrous, and difficulty settings from Very Easy to Master. As you fight your way through the easier settings, other options become accessible which allow you to make fireballs faster, turn off throwing moves and so on. In fact, if you manage to complete Master level, you'll have a whole new game to play!

MUSIC WAS MY FIRST LOVE!

If anyone dares to suggest that, 'cos it's not CD based, the N64 can't handle great music and sound effects, just wait 'til they hear KI Gold! Every screen has its own unique music, each track creating a perfect atmosphere for the action. Even better, when you beat your opponent, the music reaches a crescendo, rather than pausing for a crummy CD to load extra information! The screams of pain are also realistic, and the subtle background noises such as helicopters taking off and Spinal's ship creaking in the rough seas make you feel as if you're really there!

FOCUSED TRAINING - Whereas the Training mode is as much a sub-game as an opportunity to perfect your special attacks, Focused Training lets you choose the moves you're most keen to learn. Choose from Special Moves, Autodoubles, Combos, Counter Moves and Combo Breakers, then pit yourself against the wooden dummy and immobile CPU characters to become the best fighter ever!

TOURNAMENT - When you choose this option, you're presented with an empty menu. If you enter your initials and press Start, you're thrown directly into an Arcade battle. However, the cart's battery back-up stores all the information about your battles, keeping note of how many fights you won or lost. You can even save this information to the Memory Pak and take it to your mate's house to continue the game!

FIGHTS! CAMERA! ACTION!

What separates KI Gold from its rivals is the camera used to view the action. Rather than remaining static, the camera swoops and pans across the action, making sure you can see every corner of the fighting arena. The camera also zooms in for close-quarters combos, and pulls back to show fighters being knocked into the sky! In fact, playing KI Gold is like watching the best action movie you've ever seen, then doubling the excitement!

MAYA

At the tender age of 23, Maya was made Queen of Amazonia after her part in the downfall of Gargos. However, when the evil demon returned, she was cast out of her homeland by her ungrateful people. Defeating Gargos is Maya's only chance of regaining her throne.

Like all the fighters, Maya is constantly searching for the ideal opportunity to unleash a killer combo.

To make life easier, she's developed the Mantis, a fast attack where she slashes her opponent with a sharp dagger.

'Cos the move's so unexpected, it gives Maya a chance to begin a combo before her opponent recovers!

After training for many years in the Amazon, Maya has perfected a jumping attack known as the Jungle Leap.

When you perform this move, Maya will flip into the air and hurtle across the arena towards the other fighter.

Maya will then hit her opponent with a jaw-shattering kick, then land gracefully on her rather large feet! Pretty neat, eh?

Maya can also put her knives to good use in the brutal Savage Blades attack.

When performing this move, Maya will slash her opponent again and again, cutting their chest to ribbons!

Even better, because this move's so fast, she can juggle the other fighter across the arena before they can hit back!

FULGORE

After Fulgore's defeat at the hands of Jago, Ultratech were very, very cheesed off. To get their revenge, the evil scientists constructed a tougher, meaner and stronger version of the famous cyborg, and sent him back in time to find Jago and kick his ninja butt!

Unlike the other fighters, TJ Combo is more comfortable using his fists than messing around with kicks and fireballs...

When you use his Power Line special attack, Combo will start snarling and run across the screen like a rampant rhino!

If the other fighter doesn't block, Combo will treat them to two of his bone shattering punches!

TJ COMBO

After killing Riptor, TJ Combo vowed to return to Ultratech's HQ and put an end to their genetic experiments. However, as he prepared to destroy the buildings, he was caught by Ultratech's security guards. Now, Combo's only chance of freedom is to use his vicious fists to win the tournament...

Another Combo punch move, which requires careful planning, is the Cyclone. Here's what it does...

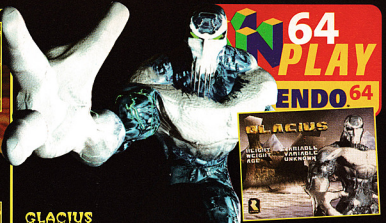
When you begin the move, Combo begins to spin his fist round and round in circles, increasing his punch power.

When at full power, Combo can release a punch which is sooooo hard that it'll knock his opponent 20 feet into the air!

One more Combo special attack, known as the Skull Crusher, is strong enough to finish a weakened fighter.

Basically, this move involves Combo lifting his mighty fists and bringing them down heavily on his opponent's bonce!

It ain't graceful, it ain't skillful, but this move is guaranteed to cause the other player a terrible headache!



Remember the old Superman movies? Ever seen Godzilla? Well, this amazing move will be very familiar to you!

Fulgore's Eye Laser can be used to shoot a red beam at his opponent's feet, showering them in white-hot sparks!

This move can be used if your opponent is close, or to keep them at the opposite side of the screen!

For a more traditional attack, Fulgore can raise the heavy blades strapped to his arms and generate an energy beam.

This white-hot bolt of fire will speed across the fighting arena and strike his opponent full in the chest! Ouch!

Best saved for sticky situations, this attack can be repeated from the opposite side of the arena if your energy's low!

For a more devastating attack, why not try Fulgore's Laser Storm special move?

Firstly, you must use his Lock-On attack to make a green target surround his opponent.

When the target's set, Fulgore raises his blades and shoots a barrage of energy beams.

GLACIUS

After his spaceship crashed to earth, slap-bang in the middle of a polar ice-cap, Glacius was frozen for donkeys years. However, he was awoken by a distress signal from his home planet which was on fire and melting all his mates! Winning this tournament is his key to finding the technology to return home...

Being more liquid than human, Glacius can twist his horrible icy body into deadly weapons.

As well as sharpened axes, Glacius can transform his arm into an Ice Lance, like the T-1000 in Terminator 2.

If an opponent is jumping towards him, Glacius can make the move and spike them as they fall to earth!

Using his liquid powers, Glacius can melt himself into a green puddle on the ground!

When in puddle form, he can slide quickly across the arena until he's just below his opponent.

Smack! Glacius can then reform himself, and greet his enemies with a lethal uppercut!

However, if you want to make your opponent reel across the screen in agony, the Super Arctic Blast is cool!

After bracing himself, Glacius will lean forwards, stretch out his arms, then bombard his opponent with a shower of icy blasts!

Manual Hyper Combo! Just sit back and watch as the other fighter struggles to recover. Classy stuff!

KIM WU

Kim Wu is descended from the heroes who originally killed Gargos and Eyedol, and believes that it's her destiny to put an end to Gargos' tyranny once and for all. However, with so many other fighters after Gargos' head, she could have a tough challenge ahead...

Like her cruel cousins in Street Fighter land, the lovely Kim Wu boasts an impressive set of fireballs.

Known as the Fire Cracker, Kim Wu will jump a couple of feet into the air and scream an ear-piercing war cry.

Banzai! A ball of flames sizzles across the screen and scalds the second hapless warrior! That's gotta hurt!

Another move which shows Kim Wu's mastery of fire is her beautiful Fire Flower.

After waiting until her opponent is close, Kim Wu will clench her fist and generate a white explosion of flames.

Ooops! Looks like the other fighter got too close! That'll teach 'im to mess with Kim, won't it?

Kim Wu has also learnt to make two kicks where others would just use one. Clever girl...

The Super Tornado sees Kim lurching towards the other fighter and kicking them with both feet.

Unfortunately for Kim this move finishes when she's done the splits. Looks painful, eh?

SABREWULF

Not wishing to succumb to the beast within him, Sabrewulf refused to fight to his full potential in the first KI tournament. Displeased by his performance, Ultratech decided to make a few minor 'repairs' to Sabrewulf's tortured mind. Now, all he wants is de-ath fight!

Sabrewulf is blessed with one of the most lethal moves in the entire game, the Sabre Wheel.

Sabrewulf will cart-wheel across the screen and slash the second player with his steel claws.

If repeated over and over again, you can juggle your opponent until their energy runs out!

Aside from being scary to look at, Sabrewulf's special moves make him more frightening!

When he begins his Sabre Pounce, ol' dog breath crouch-es down and growls like an animal!

Suddenly, he pounces forward and claws at his opponent's ribs with his sharp claws!

He's no better than a wild animal, but Sabrewulf's still intelligent enough to generate some mean fireballs!

Sabrewulf's fireball is a glowing white comet of flames which illuminates the arena as is goes...

Blam! When it makes contact the fireball is one of the most painful projec-tiles in the game! Go on, blast 'em!

Being the KI charac-ter most directly related to the clas-sic Street Fighters, Jago has mastered a powerful fireball.

When you make the move, Jago will shout "Endokuken", spin round, and shoot a fireball from his cupped hands.

If used correctly, the Endokuken can keep his opponents at arms reach if Jago's low on energy.

As most of the fear-some KI fighters brandish fireballs, Jago's been clever enough to develop a special attack.

Known as the Super Ninja Slide, Jago can skid across the arena and kick his opponents in the shins.

And, even better, this means that Jago can avoid rogue fireballs, and inflict some damage at the same time!

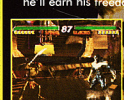
Another move which Jago uses to plan his amazing combos is the fake Endokuken.

As with the regular Endokuken, Jago cups his hands towards the other fighter.

No fireball appears and, as the fighter defends against a projectile, Jago can launch a low attack!

SPINAL

After being killed by Thunder, Spinal remained a motion-less bag of bones for many years. However, when Gargos returned, he resurrected Spinal to be his personal body guard. If Spinal can protect Gargos, he'll earn his freedom.



Although he's pretty slow, Spinal's Soul Drain is a good way to keep the other blood-thirsty fight-ers at bay!

To make the move, wait until your opponent is about half a screen away and tap the key combination.

Spinal will generate a beam of energy and knock his opponent into the middle of next week!

If you're a fan of Shang Tsung's flam-ing skulls in Mortal Kombat, you're gonna love Spinal's Searing Skulls!

To make the move, Spinal must first summon his power-ful floating skulls which hover in a circle around him.

Then, instead of a traditional fireball, a golden skull will hurtle across the screen and smash Spinal's opponent.

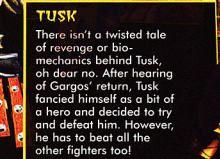
If your opponent is getting too close for comfort, use Spinal's sneaky Skull Scrape.

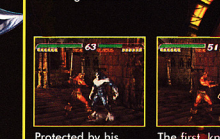
When making the move, Spinal will move instantly from a standing position to a slide.

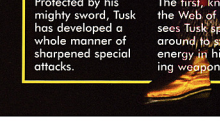
As he slides, Spinal prepares his sword and takes a chunk out of his oppo-nent's ankles!

JAGO

After destroying the original Fulgore, Jago was betrayed by his master, the Tiger Spirit, who fled and left Jago to fend for himself. Fuelled by rage, Jago is determined to win this tournament and seek revenge on his old master.







Rather than risking her baby, Sonya bends to generate fire-balls, Orchid uses her magical fighting sticks instead.

When she holds the sticks together, they pulse with energy and a stream of Tonfa Fire ignites.

With a high-pitched scream, Orchid releases the fireball which quickly, and painfully, finds her opponent!

The feline Orchid has also kept her Fire Cat move for the Gold edition... and, guess what? It's still a beauty!

One minute she's just standing there, looking pert, and the next she's meta-morphosing into the fiery panther.

Then all she has to do is charge up to her opponent and use her red-hot teeth to tear off a chunk of flesh!

As well as her more magical attacks, Orchid can let loose with a basic, yet devastating, uppercut.

When the move known as San is executed, Orchid hits her opponents square in the chin.

However, the attack is so hard that her opponent is sent spinning high into the air!

ORCHID

Another fighter who has managed to rub Ultratech up the wrong way is the gorgeous Orchid. She was responsible for the death of Eyedol and, when she heard of the return of Gargos, she vowed to finish him too!

TUSK

There isn't a twisted tale of revenge or bio-mechanics behind Tusk, oh dear no. After hearing of Gargos' return, Tusk fancied himself as a bit of a hero and decided to try and defeat him. However, he has to beat all the other fighters too!

Another sword move, known as the Skull Splitter, owes much to Tusk's Web of Death.

Again, as he stands facing his oppo-nent, Tusk draws energy into his huge blade.

Then, without warn-ing, he brings it crashing down on his opponent's aching head!

Protected by his mighty sword, Tusk has developed a whole manner of sharpened special attacks.

The first, known as the Web of Death, sees Tusk spinning around to store energy in his glow-ing weapon.

Quick as a flash, Tusk will lunge towards his oppo-nent and deal them two quick slashes in the face and legs!

More sword action, but this time Tusk doesn't even have to touch his poor opponent to inflict damage!

To create a pillar of flames, Tusk smash-es his sword off the ground and gener-ates a spark.

This spark soon bursts into flames, creeps across the ground, and incin-erates the other fighter!

AMAZING BACKDROPS!

The most stunning element of KI Gold is the fully 3D backgrounds. Although the game is basically 2D, the camera swoops around the arena to reveal new areas and fully 3D items which the characters can interact with. Here's a selection...

SABREWULF'S CASTLE

Sabrewulf's spooky stone fortress is the most interactive scene in the game. If a fighter is knocked into the brick wall at the far right of the arena, they'll smash through it and emerge on a high balcony overlooking the castle exterior. There's also a tall candle holder which, if knocked, begins to rock back and forth, and the roaring fire in the grate even shoots glowing sparks across the floor!

THE STANDING STONES

This mysterious scene is Tusk's home, the battle taking place in the centre of a stone circle which looks very much like Stonehenge. If you manage to knock your opponent against one of the stones, a large chunk will break off and roll across the arena. In fact, you can keep bashing your opponents off the stones until they're totally destroyed! English Heritage won't like this one...

SPINAL'S BARGE

Pretty scary this scene! In the background you can see Spinal's skeletal mates rowing the massive barge, regardless of the ultra violence taking place before them! The sea is rough on this fateful evening, and the ship rocks from side to side on the huge waves. Even the tiny lanterns illuminating the scene swing from side to side in time to the waves, casting strange shadows across the wooden deck!

THE ALLEYWAY

A grotty alleyway in the bad area of town is Combo's favourite place to scrap. The most amazing element is a huge train which trundles across the background in full 3D every few seconds! To make sure you don't miss it, you'll hear a bell sound and the train signal will turn green. But will you be able to knock your opponent onto the tracks to crush them... you'll just have to wait and see, won't ya?

THE SKYSCRAPER

This is Orchid's favourite arena, and is set on a high building with a helicopter landing pad. There's a huge chopper on the roof and, if you uppercut your opponent into the rotors, the blades begin to turn slowly! There's also a set of metal drums filled with toxic chemicals which explode if a fighter tumbles into them. If you look carefully you can even see a second helicopter taking off in the distance!

N64 PLAY
NINTENDO 64

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS

▲ Arcade perfect, beautifully animated sprites and the best battle arenas ever seen on your own TV set. Quite, quite stunning.

SOUND

▲ Flawless music and sound effects. In fact, this could be a contender for the most atmospheric fighting game of all time!

PLAYABILITY

▲ For casual gamers, KI Gold is terrific fun but, with all the special moves in there too, KI fans will lurve this game!

LASTABILITY

▲ With so many special moves, the Training mode, and other options which open as you get better at the game, this is probably the most durable beat-'em-up around!

COMMENT

DAVEY Without being able to show you how KI moves, it's hard to express just how exciting it is. Within a few seconds of playing the game you'll totally forget that it's a 2D fighter, the stunning 3D backgrounds giving the game more depth than ever before. The camera which follows the action is also excellent, always making sure that you've got the best possible view of the battle. The sound effects and music are remarkable, every note and scream perfectly capturing the brutal atmosphere. In fact, in every respect, KI Gold is simply a perfect beat-'em-up. For casual gamers, it's easy to pull-off simple combos and have fun with your mates. However, KI fanatics will be able to learn all the moves, and have spectacular, blood-soaked battles. Honestly, it is THAT good.

OVERALL

Rare has done it again with a home version of KI which far surpasses the arcade original. If you're a beat-'em-up fan who needs convincing before they'll wait for an N64, this should be more than enough!

Meanwhile down at the SHOCK BUSTERS...
This'll do the trick...
REVENGE of the CHICKEN Blood VAMPIRE
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
This is what I call in-home entertainment. There's no gore, no harsh language and no bimbos.
NORM
LEARN CHESS.
with Ivor Pawn
TWIX
CRUNCH!
Horror movies are bad for your telly – they'll give it nightmares!
Later that evening...
Now this is what I call in-home entertainment.
TWIX
a Break FROM The NORM

SPECIAL FEATURE

FIGHT!!

You've read our awesome Killer Instinct Gold and Mortal Kombat Trilogy 64-PLAYs, now it's time to find out which of the two bloody epics is the supreme 64-bit beat-'em-up. In this handy at-a-glance guide we've listed all the elements that go to make up a top fighting game, and tell you how each game fares in each category. In the red corner we have Killer Instinct Gold. In the blue corner we have Mortal Kombat Trilogy. Okay lads, let's have a clean fight, with no gouging or hitting below the belt...

KI GOLD AND MK TRILOGY SQUARE UP FOR THE FINAL BATTLE!!

KI GOLD		MK TRILOGY
10 – Exactly the same characters that were in the KI2 coin-op.	NUMBER OF CHARACTERS	26 – Features every fighter from the three MK games, although not in their every guise (there's no unmasked Sub-Zero, for instance).
Rumoured – But Rare isn't giving anything away!	NUMBER OF HIDDEN CHARACTERS	4 – Their identities are unknown at this time.
Yes – Gargos is selectable, but only with the aid of a secret code.	CAN YOU PLAY AS THE BOSSES?	Yes – Shao Kahn and Motaro are selectable, but only with the aid of secret codes. There are rumours that other bosses, such as Kintaro and Goro, are hidden in the game too.
No – However, some of the former moves have been made slightly easier to perform.	ANY NEW MOVES?	Yes – There are over 30 new moves and '-Alities', including Brutalities which literally explode your opponent. There's also an Aggressor bar which, once filled, allows you perform awesome Shadow moves.
Yes – As well as the standard one- or two-player Arcade mode, there are new Team modes in which players pitch between 2 and 8 fighters against each other, and a Tournament mode in which up to eight players can compete head-to-head.	ANY NEW MODES?	Yes – In addition to the standard one- or two-player Arcade modes and Tournament modes seen before, there are new '2-on-2' and '3-on-3 'tag team' modes.
11 – One background specific to each fighter, including Gargos.	NUMBER OF BACKGROUNDS	26+ – All the backgrounds from the previous MK games, plus some new ones.
Yes – This is excellent, allowing you to train in several areas such as Special Moves and Combos.	IS THERE A TUTORIAL MODE?	No.
Outstanding! – The characters are huge, move like lightning and have practically all the animation frames of their coin-op counterparts. The 3D backgrounds and the combo special effects are stunning too.	QUALITY OF GRAPHICS	Okay – The fighters are big enough, but there's a noticeable drop in animation frames. The scrolling backgrounds occasionally judder too.
Superb! – Arcade-perfect tunes and crisp, meaty speech samples.	QUALITY OF SOUND	Poor – The music could've come off the Super NES and the speech samples are muffled and indistinct.
Excellent – Now that it's easier to perform combos, even beginners can enjoy the fun, while KI veterans will find there's plenty of depth to satisfy them.	PLAYABILITY	Okay – The same as every other MK saga, no better, no worse.
Massive – The five difficulty levels provide plenty of challenge, and the assorted multi-player modes offer excellent long-term fun.	LASTABILITY	Okay – But you'll eventually want to move onto something a little more 64-bit.
Excellent – KI Gold is arguably the most spectacular fighting game on any system. You won't believe it until you see it moving!	USE OF N64'S POWER	Poor – Graphics and number of characters aside, this could be on the Super NES.
Great looking, great sounding and simply great fun, KI Gold will both delight fans and amaze the sceptics. The first essential N64 beat-'em-up has arrived (well, in the US it has).	THE VERDICT	With its so-so graphics, shoddy sound and overall lack of innovation, MK Trilogy smacks of a rushed, cash-in job. Die-hard fans of the series are likely to be especially disappointed.

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SPECIAL FEATURE

You know the story... You wake-up on a Saturday morning and crawl, bleary-eyed, to the lounge to watch some weekend telly. However, between the grinning presenters, gaudy cartoons and Spice Girls, you're bombarded with loud, garish adverts for toys and games, all of which make your head spin and convince you that you really want the latest Power Rangers action figures, even though you know they're crap. Nevertheless, if advertising for games in this country drives you round the twist, count yourself lucky that you don't live in Japan!

As anyone lucky enough to visit Japan will tell you, they're nuts about video games. And I don't just mean that they spend a few hours a night fiddling with their Joypads - many Japanese households aren't loyal to one console, instead owning all the popular systems along with a library of games that would put most UK gamers to shame. This obsession is reflected by a number of TV video game shows, one programme, 64 Mario Stadium, being totally devoted to Nintendo. During this show's commercial breaks, the Big N takes the opportunity to advertise its new products. As a Christmas treat, here's a few of the most bizarre...

WAVERACE 64

With the giant leap from 16- to 64-Bit technology, Nintendo must have felt the need to reflect this change in the look and feel of its commercials. Therefore, the Waverace 64 ad is the most sophisticated of all.

STREET FIGHTER ALPHA 2

Although most of the Japanese Nintendo ads are tacky live action affairs, the SFA 2 commercial mixes animated characters with real footage to show the fighters making their way to the next battle.

The ad opens in a bedroom with an 'I Love Ryu' poster on the wall. The door slams shut and someone runs out... who could it be?

Why, it's the delectable Sakura! She's obviously in a hurry to get somewhere, though. C'mon, let's follow her, she won't mind...

In her rush, Sakura runs along a side street and bumps into a Dhalsim. As he's levitating, she sends ol' stretchy spinning in circles!

As she runs off, Sakura fails to notice a shadowy figure watching her from a nearby car. As he lifts his head, the evil Bison is revealed!

Cheeky! As our heroine bounds up a set of stairs into a tube station her little skirt bounces up. Ooops! She'd kill me if she heard that!

MARIO PICROSS 2

We all know the magical qualities of the Game Boy, the hand-held system which can make ten hour train journeys disappear in the blink of an eye. However, the Japanese seem to think that the GB has powers beyond our wildest dreams...

When playing Mario Picross 2 on your Game Boy while waiting for a bus, just don't be surprised if something very strange happens...

The commercial begins with a watery, 3D Nintendo 64 logo which shimmers and ripples in the bright sunlight.

Suddenly, four human waveracers burst through the logo and speed towards the camera. Whoops, here comes a jump!

As the real racers glide through the air in slow-motion, an amazing transformation begins to take place...

In mid-air, a bright white flash engulfs the racers, transforming them from real people into their digital counterparts.

And now the change is complete - the human racers have become totally digitised, ready for hot game action on the N64.

Then they race away, illuminating a huge Waverace 64 logo as they go. See ya!

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

As you'll have realised by reading the December issue of NMS, DKC3 is a work of genius which pushes the Super NES to its limits. However, some crazy Japanese advertising executives decided that Dixie 'n' Diddy's new quest is a real work of art...

"Cor, guv'nor! Take a butchers at this painting! It's a bloody marvel and no mistake!"

"Yes! In a post-modernist style it captures the essence of man's inhumanity to man. I'm gonna cry..."

"Oi! Out of the way, Grandad! I wanna to see! Gosh, have you ever seen anything more beautiful?"

So what are they staring at? Something by Monet? Magritte? Da Vinci, even? Nah, it's just a still from DKC3!

And as the crowd begin to cheer, the cheeky chimps begin to move and demonstrate their amazing Kong powers.

Forget the old masters! Get pickled, Hirst! Donkey Kong Country 3 is the most important piece of art so far this century. It must be - Nintendo say so!

If that isn't enough Kong for you, in another part of the gallery there's an ancient Greek statue holding a yellow Game Boy.

And guess what? Yes, even more monkey madness with Donkey Kong Land on GB! They do take their games seriously, don't they?

She may a fearsome fighter, but Sakura is still a law-abiding citizen - look, she even buys a train ticket before jumping the barrier! What a nice girl...

At the foot of some steps, Sakura pauses, looks round at the camera and smiles enigmatically.

Cue the dramatic close-up. Sakura smirks and raises her pretty-little fist. Remember boys, she may look lovely, but she'd eat you for breakfast!

Banzai! Nintendo instantly convince the entire population of Japan to go out and buy the game! Mission accomplished...

If you win a game, some strange jagged lines will appear and transport you into the queue for a top nightclub!

And if you think that's odd, win a second game and another translocation will occur, transporting you to...

...a convertible car with all your mates! Yes indeed, the Game Boy is a gadget which makes David Copperfield look like a fake!

"Mario Picross 2 - Cheaper than a train pass and a lot more fun... You can be sure of it!"

STRAP ON THAT SEA HORSE AND RIDE!

AMERICAN DREAMS!

The American N64 release was also accompanied by a host of ads which were more street-wise and funky than the Japanese commercials. "Yo! Listen up!" raps the Declarations of Independence advert. "We will not live in a two-dimensional world. We will not go in one direction. We will not be confined. We believe in the path of least limits. Change the system." The rapping theme was also used in the Waverace 64 promo, the visuals for which were the same as the Japanese ad: "Water churnin', tide turnin', sun burnin', wave crash, head bash... Strap on that sea horse and ride!" Hmmmm...

GET INTO IT

Although the original American N64 ads relied solely on game footage to sell the system, later commercials threw a young actor into Mario's 3D world.

"Yo! D'ya wanna see something really cool...?"

"Well, check this out!"

"What am I, a monkey?"

"This place is really neat!"

"Woah, Mario! I'm gonna get outta here!"

"Change the system!"

The ad begins with hundreds of bemused people staring upwards.

Images of N64 games are then flashed on a huge video-wall.

The puzzled people cluster around the screen and gasp.

"No matter where you want to go, the possibilities are endless."

The camera pulls back to reveal a train of video-walls cutting through a barren landscape.

Change the system, eh? How can we argue with that?

CHANGE THE SYSTEM

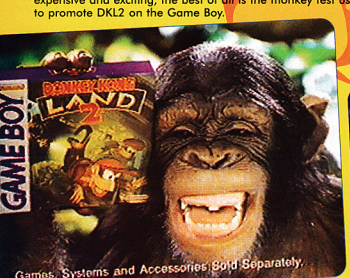
Like the Japanese DKL commercial, the US advertisers chose to show normal people in awe of Nintendo's gaming power.

DONKEY KONG LAND 2

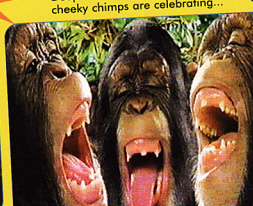
However, even though the N64 ads were extravagant, expensive and exciting, the best of all is the monkey fest used to promote DKL2 on the Game Boy.

Deep in the jungle, a dozen cheeky chimps are celebrating...

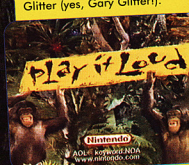
... and dancing to Gary Glitter (yes, Gary Glitter!).



What better endorsement of the Kong games can you get?



"Nintendo introduce the biggest Donkey Kong adventure ever for the Game Boy!"



Play it loud! 'Nuff said, really. Oooo! Oooo! Ooooooo!

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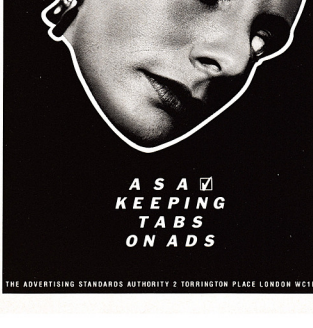

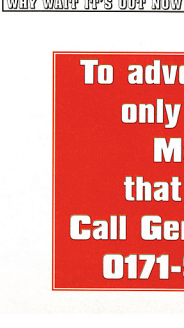
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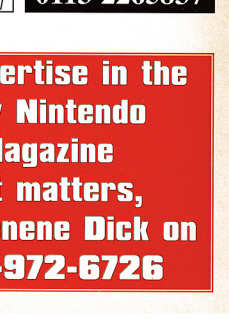

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NINTERROGATION

IT'S GON

MO

REVEALED:

Although Super Mario Kart 64, Shadows of the Empire and Starfox 64 are probably the most eagerly awaited N64 titles, Turok: Dinosaur Hunter is shaping-up to be something very, very special. Without the gaming and movie history that these other games have to rely on, Turok is still making a tremendous stir at trade shows and in the games press, everyone who manages to get their hands on a copy agreeing that it's the most atmospheric and exciting first-person adventure ever. So how do you go about creating such a gaming milestone? NMS spoke to Craig Galley (Technical Director) and David Dienstbier (Project Manager and Designer) at Turok developers, Iguana Entertainment, to find out how to make a monster.

TUROK

DINOSAUR HUNTER

NMS: Turok already looks like it could be the best first-person shoot-'em-up ever. How well do you think it'll do when released?
IGUANA: We're very excited about Turok's potential. The first time the public got a chance to see Turok was at E3 last May. It was well received then, and it's being extremely well received now. In Japan, the game's been shown on two separate occasions and the reaction has been very enthusiastic. Excitement in Germany has also been very good. We've always striven to make Turok the title that takes first-person games to the next level of realism, and nothing else I've seen for a console or the PC has come close. Once people see the game in motion, the typical reaction is somewhere between "Oh my GOD!" and "Holy #?&!". There's so much attention to detail in this game that most people find themselves totally taken aback.

NMS: What sort of options will players be offered when playing Turok?
IGUANA: Players will be able to adjust the volume for both music

(ABOVE) Blimey! Even the skies in Turok are dangerous!

Moi name's Turok and this week oi've mostly been huntin' dinosaurs. Next week oi'm gonna try rabid tigers, or maybe fluffy rabbits...

INA BE A NINTERROGATION

VSTER!

THE SECRETS BEHIND THE MAKING OF TUROK!!

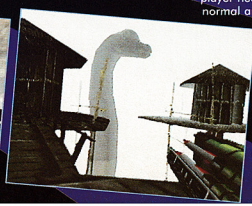
and sound effects, as well as the level of opacity for the on-screen graphics. They'll also be able to adjust the 3D Stick's sensitivity so they can make the game feel just right for themselves.

NMS: Have Turok playtesters had trouble controlling the game with the 3D Stick?
IGUANA: As with anyone who picks up the N64 controller for the first time, there's a learning curve involved. However, everyone that's played the game for a little while has quickly grown accustomed to the controls and found that they offer a degree of precision control and flexibility which has never been seen before.

NMS: What environments are there in the game?
IGUANA: There are jungles, ruins, catacombs, a treetop village, the scorched earth of the Lost Land, as well as the High-Tech lair of the arch villain, The Campaigner. Each level has its own unique look and feel. I think that players will be in for a real treat when they see just how diverse the game is!

NMS: Are there hidden areas and secrets in Turok?
IGUANA: Turok has a lot of secret areas. The thing about Turok's secrets is that they vary from things such as secret passageways to more natural elements like peering over a cliff and noticing that there's a ledge 60 feet below that you can jump to. We also have about 40 randomly occurring WARP levels that open and close throughout the game. They are completely random, so the player may not see them twice in the same place. When they appear, the length of time they stay open, as well as where they take the player, are all random. It adds a new element of unpredictability to the game.

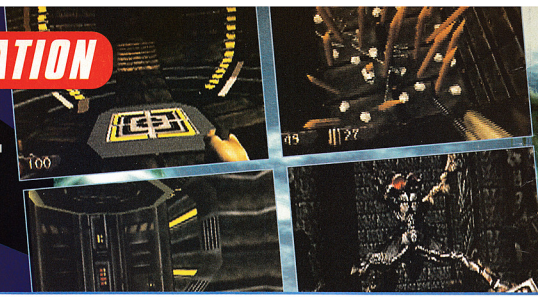
(ABOVE) *What an ugly pair! I know... let's blast 'em!*



NMS: Were there problems with creating swimming sequences in a first-person game, especially in terms of control and playability?
IGUANA: Swimming is not difficult in Turok. At first, the player needs to come to grips with the difference between normal and underwater control. Once they're familiar with the differences, swimming is easy.

NMS: From the demos it appears that the killings in Turok are very brutal. Are you afraid that this will get you into trouble with parents and moral crusaders?
IGUANA: Turok is a very, very intense game. I'm sure that some people will be offended by the content, but those aren't the people we design games for. I'm of the opinion that the graphic scenes in Turok add to the immersive quality of

NINTERROGATION



the game, without making it gory for the sake of being gory. I actually shot down every decapitation and dismemberment suggestion that was given, simply because I didn't feel that they'd add to the game in any way. Believe me - the game could've been a LOT more graphic!

NMS: Are there plans for a sequel?
IGUANA: Oooh, that's one of those 'No comment' questions!

NMS: Are you planning any other N64 games at present?

HOW MUCH GUNG-HO MONSTER

IGUANA: We're very excited about developing future products for the N64.

NMS: What was the greatest technical challenge in creating Turok?
IGUANA: The whole game!

NMS: Were there limitations with the N64 platform?
IGUANA: Every system has limits – we just had to either work around them or come up with another approach to the problems as they came up.

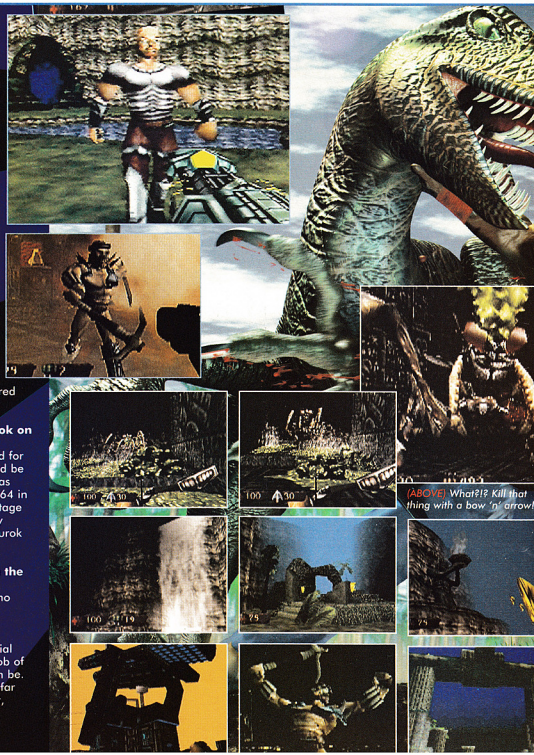
NMS: Were the N64 development tools easy to use when creating this game?
IGUANA: Almost every tool we used for Turok was created in-house. We use a custom World Builder that allows us control over almost every aspect of the game. This includes not only level construction itself, but collision information, music and ambient sounds, surface behaviours, placement of enemies, as well as full control over our particle effects.

NMS: Have you received much support from Nintendo themselves?
IGUANA: Nintendo has been supportive. They have answered our questions and offered technical expertise whenever they could.

NMS: Would it be possible to create Turok on any other platform?
IGUANA: Turok could conceivably be created for other platforms, but with each system there'd be a host of things we'd do differently. Turok was designed pretty much specifically with the N64 in mind. To this end, we have taken full advantage of the N64's capabilities and exploited every unique feature we could in trying to make Turok an outstanding project.

NMS: There's been rumours of Turok on the Saturn – is this true?
IGUANA: At this moment in time there are no plans to develop Turok for other platforms.

NMS: Do you like the N64 titles so far?
IGUANA: So far I'm very happy with the initial release titles for the N64. They do a great job of showcasing how impressive the machine can be. However, I feel that, in many ways, Turok is far less conservative. From a content standpoint,

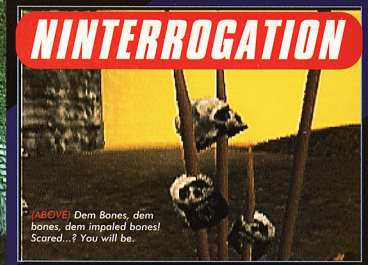


(ABOVE) What?!? Kill that thing with a bow 'n' arrow!

LET'S TUROK!

Turok: Dinosaur Hunter is shaping up to be the finest first-person blaster on any videogames system, and is set to make even the mighty Quake on PC look a bit shabby! The game casts you in the role of Turok, a Native American warrior who's been transported to the mysterious Lost World, a strange place populated by a bizarre (and aggressive!) mix of dinosaurs, robots and aliens. Here you meet The Campaigner, a villainous cove who seeks to rule the World! Cue lots and lots of mega-violent, blood-spattered, shooty-shooty action as Turok battles the fiend and his monstrous legions, armed only with a bow and arrow! Oh, and a shotgun. And a plasma rifle. And a homing-missile launcher. And... well, too many big guns to go into here!

NINTERROGATION



[ABOVE] Dem Bones, dem bones, dem impaled bones! Scared...? You will be.

MASHING CAN YOU HANDLE?!

Turok is very, very realistic and intense. From a programming standpoint, we're pushing the N64 extremely hard.

NMS: How do you rate the N64's chances when the PlayStation has such a strong market position?
IGUANA: The numbers speak for themselves. The Nintendo 64 shattered sales records in Japan at launch, and sold out overnight in America when first released. I think it's safe to say that when you can sell half a million units in a single day, anyone else in the hardware business would be more than a little interested. I don't like to get carried away with the 'This machine is better than that machine' argument. I'm very happy with the N64 as both a game developer and a game player. I'd say that the most positive effect that the release of the N64 will [illegible]ce other companies to pay attention to the [illegible]s they release. Nintendo has released three [illegible]e far, and I'm sure that future releases will [illegible]elps stop bad games from being published, [illegible]ms, then that's good news for everyone.

[illegible] Saturn and PlayStation games? Does [illegible]t a significant step forward in gaming?
[illegible]vare platforms provide you with a great set [illegible]g fantastic games. When you talk about a platform representing a 'significant step forward in gaming' I would argue that it would be more accurate to say that a platform might represent a potential step forward. Before I get angry calls about this, let me clarify it. The hardware platform gives you the tools and power to create games, but they don't control how the game is created. That's up to the development team. A bad game will never represent a 'significant step forward in gaming', no matter how cutting edge the hardware driving it may be. That's why Nintendo has always been so concerned with the quality of their products. There's no doubt that the N64 is a fantastic piece of hardware – but the games sell the system, not the other way round.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** MID JANUARY
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 12 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Key configuration

GAME INFO

- **GAME ORIGIN:** Capcom and Marvel Comics collaborate on what should have been the greatest comic licence ever...
- **GAME DIFFICULTY:** Much, much too hard!
- **SCORE TO BEAT:** Clear all the Earth levels
- **ALTERNATIVES:** Final Fight, Spawn, Separation Anxiety

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Sluggish

X Not used

A Not used

B Jump

Y Attack

L/R **L:** Not used **R:** Not used

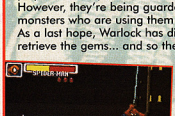
S **Start:** Pause **Select:** Not used

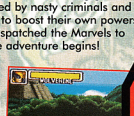
GAME CREDITS

- **DEVELOPED BY:** CAPCOM
- **DISTRIBUTED BY:** MARUBENI
- **MADE IN:** JAPAN
- **ARTWORK:** © MARVEL COMICS

Some things in life never quite meet your expectations... That blockbuster movie you waited all summer for, the football match which ended in a 0-0 draw, the come-back single by your favourite band - in fact, almost everything which reeks of hype generally lets you down at the last minute. Therefore, it's no real surprise that, even though War of the Gems features some incredible characters and superb graphics, the game itself is very, very disappointing. What a shame...

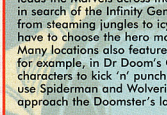
In the near future, an unknown menace is intent on stealing the Infinity Gems. These ancient stones control life itself, and anyone who owns them can acquire powers beyond man's wildest dreams! Luckily, Adam Warlock, the cosmic guardian of good, has pinpointed the possible locations of the missing gems. However, they're being guarded by nasty criminals and monsters who are using them to boost their own powers. As a last hope, Warlock has dispatched the Marvels to retrieve the gems... and so the adventure begins!

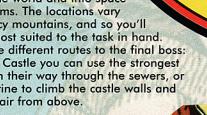




D'YA WANNA SCRAP!?!

War of the Gems is a scrolling beat-'em-up which leads the Marvels across the world and into space in search of the Infinity Gems. The locations vary from steaming jungles to icy mountains, and so you'll have to choose the hero most suited to the task in hand. Many locations also feature different routes to the final boss: for example, in Dr Doom's Castle you can use the strongest characters to kick 'n' punch their way through the sewers, or use Spiderman and Wolverine to climb the castle walls and approach the Doomster's lair from above.





I HAVE THE POWER!

Among the fisticuffs you'll also find a number of power-ups which can help you complete your quest. However, some of these items are cunningly hidden behind platforms or underwater, so make sure you explore every nook and cranny for valuable treasures.

Small Energy Pack - When picked-up, this will restore only a sliver of your hero's power. However, it can make the difference between life and death after a particularly violent struggle.

Large Energy Pack - Another item which can be collected and used instantly, this icon will restore around half your character's power. Look out for these before you challenge a boss.

Small Energy Tank - This item can't be used during a level. However, once you've been transported back to Warlock's spaceship, you can use it to replace half of any hero's energy.

Large Energy Tank - This power-up, also used in Warlock's spaceship, rejuvenates a hero's energy bar. However, if you've managed to emerge unscathed, you can use it to help another weaker character.

Gem Power - When holding three infinity gems, your hero can unleash a 'mortal blow' which attacks every character on the screen. However, you'll need to find this icon before you can master the power.

Recover Item - If you're unlucky enough to lose one of your five heroes, don't despair. Another Marvel can carry this power-up back to Warlock's ship and bring their mate back from the dead!

MEET THE BOSSES!

At the end of every level the Marvels are challenged by a daunting boss. Unfortunately, before you start a boss battle you can never be sure if they're guarding a gem or not, so your scrap could be in vain! All the earth bosses must be defeated before you can go into space to reach later levels, but here's a selection of finks you'll meet on your way.

EVIL IRON MEN

Looking like our metallic hero, but equipped with sharp spikes strapped to their helmets, this gruesome twosome like to attack superheroes from both sides! A good tactic is to use Spiderman for this battle as he's quick enough to turn round and fight the evil Iron brothers individually, and flee to higher platforms when the going gets tough.

SASQUATCH

This hairy sucker lives in an icy underground cave. He's one of the toughest bosses as he can make shards of ice fall from the ceiling and spike an unsuspecting hero as he prepares to attack. However, if you use a nimble hero like Wolverine you can trap him in a corner and use repeated flying-kicks to stop ol' big foot bringing the roof down!

REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

EVIL WOLVERINE

Evil Wolverine is a fast, vicious customer. The battle takes place on a narrow platform surrounded by sharpened spikes, and Mr Evil uses his slash-dash to knock Marvels off the edge. In this situation, Iron Man is ideal as his flying attack can be used to smash Evil Wolverine on the bonce, then glide over the spikes to safety. Even so, it isn't easy...

DR DOOM

Standing head-and-shoulders above the Marvels, Dr Doom is one of the most fearsome bosses. He can make energy bolts surge from his palms to singe our heroes' lycra stockings, and can leap quickly to avoid dash attacks. Brute strength is what's needed to rid the world of the Doctor, so the Hulk and Captain America are the men for the job. Go get 'im!

GEMS MEAN PRIZES!

When an Infinity Gem is recovered, you can use their mystic powers to your own advantage. As well as using gems to unlock your mortal blows, gems can give the heroes mysterious powers which they could never have imagined possible!

TIME GEM

When armed with this stone, a Marvel can move much faster than normal. This is good for making the big, sluggish Hulk shift his flabby butt!

SPACE GEM

Want to reach high platforms to collect power-ups? This gem can make your hero spring into the air as if they've got springs in their heels!

REAL GEM

This gem controls reality and alters your hero's perception, allowing them to see hidden items which are normally invisible.

POWER GEM

If you aren't making much of an impression during a fight, using this gem makes your attacks stronger than normal. Go on, give 'em hell!

MIND GEM

Although it's unclear where this gem is hidden, it can be used to manipulate evil and control corrupt characters. Groovy!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

CAPTAIN AMERICA

Captain America's a good all-rounder. Although he can't climb walls, he's strong enough to bash his way through iron doors, and he can sneak in a couple of air-borne kicks before he falls back to earth. His special attacks are also good for clearing a room, particularly if the nasties are considerate enough to stand in a neat row!

To make the good Captain plough through evil hordes using his mighty shield, make a quarter-turn from Down to Right on the Joypad and press Attack. Then sit back and watch the nasties ricochet off in every direction!

To throw CA's shield like a frisbee of death, tap Forward, Forward, Attack. Then he'll spin his shield towards the evil minions, scattering them in different directions!

Mr America's mortal blow sees him holding his shield aloft and releasing energy which engulfs every baddie. When you've got the gems, make a half-turn on the Joypad from Up to Down and press Attack.

To make Spiderman fire a heavy, concentrated ball of webbing, make quarter turn from Down to Right on the Joypad and press Attack. Spidey will then crouch down and break some ankles!

To make Spiderman spin his trademark webs, tap Up, Up then Attack. The cool slinger will attach a web to the ceiling, swing just above the action, then hurtle towards the ground with his fists blazing!

SPIDERMAN

Good ol' Spidey is ideal in levels which scroll vertically. Rather then relying on small, flimsy platforms, the webster can climb the walls instead and avoid any brutes who are guarding the upward path. However, Spiderman's one of the weakest heroes and, although he's quick, some bigger baddies can pummel him to death in an instant!

Spidey's mortal blow should be saved for sticky situations. Using the same Joypad combination as Captain America, Spiderman will attach a strong web lasso to a nasty and sling them over his shoulder!

To shoot energy bolts from his metallic mitts, make a quarter turn from Down to Right and press Attack. A yellow energy beam should cross the screen and destroy any lurking meanies.

To fly like a powerful missile, tap Forward, Forward, Attack while in the air. Iron Man will then shoot across the screen and send those airborne rogues into a nasty tailspin!

By tapping Down, Down, Attack, Iron Man will throw a deadly grenade which will roast anyone who gets too close! It's also good for blasting heavy iron doors, and finishing stubborn bosses!

And now for the biggie - Iron Man's mortal blow! The move is the same as for the other characters, but yer Man can make energy bolts dance across the screen. Deadly!

IRON MAN

The advantage of using Iron Man is that, when you press jump, you can press it again and you'll get an extra boost which keeps him airborne. This makes Iron Man the best for tackling flying nasties in the jungle level, and he can bring them down before gravity gets the better of him! He also has more special moves than his heroic mates!

WOLVERINE

Like Spiderman, little Wolverine is prone to a nasty kicking from bigger monsters. Nevertheless, with his awesome blades he's able to climb vertical walls and avoid platform-bound traps. His slash-dash is one of the most effective special moves in the game and, given his light frame, Wolverine is nimble enough to avoid trouble.

THE HULK

He may be big, he may be strong, but he's slow as hell! Hulk's also rubbish at jumping, and it's unwise to use him in vertically scrolling levels. However, the Hulk comes into his own when faced by heavy iron doors or an army of ground-based warriors, where he can use his muscles to send them home with tears in their eyes! Feel the steel!

To simply pick-up your opponent, shake them about a bit, then fling them to one side, make a quarter turn from Down to Right on the Joypad, then press Attack. Simple as that, Hulk fans!

Pressing Forward, Forward, Attack makes the Hulk ram into a group of wicked nasties, using his ample shoulder as a battering ram. Not quite as nice as Wolverine's slash-dash, but damned, damned close!

Another mortal blow is Hulk's earthquake smash. Again, using the same routine as before, the Hulk will raise his fists and bring them crashing to the ground, creating powerful seismic waves!

To perform a dragon punch which would give Ken and Ryu a run for their money, make a quarter turn from Right to Down on the Joypad and press Attack. Just look at him go!

Ah, the slash-dash! The most satisfying attack of all! To make the move, tap Forward, Forward, Attack. Then watch the little man flex his blades and cut-up anyone who challenges him!

Wolverine's mortal blow is pretty scary. Repeat the same routine as the other characters and he'll begin to glow and go berserk, his blades slicing and dicing anyone who gets too close.

COMMENT

DAVEY

War Of The Gems should've been great. With the Marvel licence and Capcom's Super NES expertise, it promised to be one of the best 16-Bit titles of 1996. Unfortunately, it's a great disappointment. Although the graphics are beautifully drawn, the gameplay is soooo slow that, if you lose a life, you really can't be bothered to go back to the beginning and try again. It's also easy to get killed by the nasties you meet: when hit, the Marvels lose a significant chunk of energy, and power-ups are few and far between. Moreover, the intro screens don't provide enough clues to the best character to use for certain missions, and it becomes a game of trial and error to determine where to use certain heroes to their best advantage. On the plus side, Marvel fans will be delighted with graphics which are so true to the original comics, and may be tempted to persist with the sluggish action to meet all their favourite bosses. A wasted opportunity.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES		■		
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY			■	
WEEK	■			
MONTH				
YEAR				

GRAPHICS

92

▲ Excellent sprites for the Marvels, monsters and villains which capture the energy of the original comics.

SOUND

75

▼ Feeble music and sound effects don't help to make the game any more appealing

PLAYABILITY

75

▼ After a few games, you'll be so frustrated that you won't want to come back for more

LASTABILITY

78

▲ Because it's so bloody hard, you could play this game for months...

▼ ...but with such slow and irritating gameplay, you might not bother!

OVERALL

78

It could've been a contender for the best Super NES game of 1996. However, in making the game look as pretty as possible, Capcom seem to have forgotten about the gameplay somewhere along the line. A great, great shame.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** T-HQ
- **PRICE:** £34.99
- **RELEASE:** FEBRUARY '97
- **GAME TYPE:** EAT-'EM-UP
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes indeedy!
- **BATTERY BACKUP:** Non!
- **CONTINUES:** Nope!
- **OPTIONS:** Difficulty, mazes

GAME INFO

- **GAME ORIGIN:** The retro-gaming frenzy continues with the return of the greediest sprite ever...
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Gobble your way through the Strange maze selection.
- **ALTERNATIVES:** Mr Do!, Williams Arcade's Greatest Hits.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Good

X — Not used

A — Pac Booster

B — Pac Booster

Y — Not used

L/R — **L:** Not used **R:** Not used

S — **Start:** Pause **Select:** Not used

GAME CREDITS

- **DEVELOPED BY:** WILLIAMS
- **DISTRIBUTED BY:** T-HQ
- **MADE IN:** USA
- **ARTWORK:** © WILLIAMS

Somewhere in the magical world of Nintendo there must be an old sprites retirement home. Here, characters such as the pilot from Defender and the knights from Joust lounge around, watching crap game shows and drinking cold tea, waiting to be called back to action. However, there's also a dark and horrible place where the likes of Mr Do! exist, trying to persuade programmers to give them one last chance. Hmmm, I wonder where Ms Pac Man lives... let's find out, shall we?

Surely every gamer in the world knows Pac Man, the little yellow blob who spent his time eating dots, popping pills and avoiding his ghostly enemies. Not to be outdone by her spouse, Ms Pac Man was soon given her own arcade game in the early 80s, the main difference being her red ribbons, lucious lips and beauty spot. Now that the game has been converted to the Super NES the gameplay has been enhanced, adding two-player options and a choice of mazes. However, unless you're a devoted Pac fan, it's unlikely that you'll be excited by this adventure...

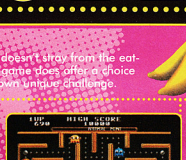
Ms. PAC-

PAC OUT OF HELL!

Although Ms Pac Man's gameplay doesn't stray from the eat-pills-and-avoid-ghosts format, the game does offer a choice of mazes, each of which holds its own unique challenge.

ARCADE

These mazes are identical to the coin-op originals. However, as they're slightly larger than the standard TV screen, they scroll vertically to reveal new areas as Ms Pac Man moves up the screen on her travels.



MINI

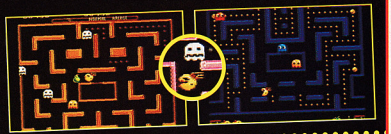
These labyrinths are smaller than the arcade originals, and so the amount of scrolling is limited. This also means that you can clock-up huge scores as the ghosts have fewer places to run when you've eaten a power pill!

BIG

As the name suggests, these mazes are big. Large. Huge. In fact, to get round them the screen has to scroll literally and so, if you eat a power pill, it's harder to catch the ghosts. However it's also much easier to escape the baddies!

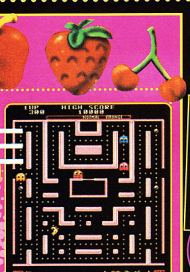
GOBBLE, GOBBLE, GHOSTS AND TROUBLE!

Tired of plodding around the maze at standard Pac pace? Want to add a little speed to your chomping adventures? Well, why not use the amazing Pac Booster and watch the little yellow lady become a blur of yellow! Players can choose to have the Pac Booster on or off all the time or, for a little excitement, you can choose to use the Booster by pressing A or B when you need it most. This can make the difference between life and death if you're being chased by a horde of ghosts, and makes clearing the last few dots less laborious.



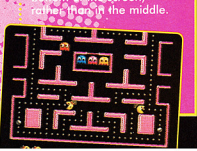
PAC IN BLACK!

Believe it or not, there's a story behind the chomping! When you've cleared a certain number of mazes in one-player mode you're presented with a short animation which details the blossoming relationship between Mr and Ms Pac Man. No romantic dinners or cinema tickets for these guys – their bizarre mating ritual involves them running around a black screen, chasing each other and avoiding ghosts. Strange breed, these Pac-types...



STRANGE

The mysterious Strange mazes are the same size as the Arcade originals, but feature an odd layout where passages connecting opposite sides of the level are at the top and bottom of the screen, rather than in the middle.



PAC UP YER TROUBLES!

As well as yummy dots and power pills, there's a variety of other dishes on the Pac menu. After a period of time, various juicy fruits and pretzels begin to drift around the screen which, if eaten, give you valuable points. For a bunch of cherries you can expect to earn 100 points or 200 for a juicy strawberry, while a nice pear will give you a stonking 2000! Wowzers!

COMMENT

DAVEY

My memories of Pac Man have always been fond. Having played the game on arcade machines, home computers and a variety of tacky hand-held systems, Pac Man was one of the first titles that interested me in video games. Sadly, games have developed at such a daunting rate that Ms Pac Man is simply embarassing when compared to what can be achieved today. After the initial thrill of playing an old favourite, boredom soon creeps in, only to be replaced by disbelief that you were ever interested in eating that last dot. The two player mode is a fun feature, and if two like-minded Pac fans fancy a gaming timewarp then you could do a lot worse than this. However, if DKC3 and SFA2 are your cup of char, you'll be disgusted!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR			■	

GRAPHICS — 57

▲ Arcade-perfect sprites and mazes...

▼ ...But by today's high standards, they're totally, totally rubbish!

SOUND — 50

▼ Some of the most annoying music and spot effects EVER!

PLAYABILITY — 65

▲ Fun for about five long minutes...

▼ ...But it's all downhill from here, I'm afraid!

LASTABILITY — 55

▼ Oh dear... If Ms Pac Man were part of a retro-gaming package it would have been good for an occassional game. However, as a stand-alone product, it's very, very dull.

OVERALL — 57

Once a classic, Ms Pac Man has not aged well. One for hardened retro-gamers and Pac-fanatics, but general gamers should steer clear.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

NHL '97

With the disappearance of Madden's Football this term, NHL '97 is the last of EA's infamous sports titles to receive a UK release. However, unlike it's sporty counterparts, it's never suffered from any major competition. So, does the latest incarnation live up to expectations, or has complacency started to set in? All is about to be revealed...

CART SPEC

- **BY:** T+HQ
- **PRICE:** £49.99
- **RELEASE:** DECEMBER
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 16 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-2
- **HEAD TO HEAD:** Definitely
- **BATTERY BACKUP:** Yes
- **CONTINUES:** N/A
- **OPTIONS:** All manner of options and pre-match rules to mess around with.

GAME INFO

- **GAME ORIGIN:** The best ice hockey series on the Super NES is back with, hopefully, the most comprehensive version yet.
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Reach the Stanley Cup final with the Pittsburgh Penguins!
- **ALTERNATIVES:** NHL '96, Mario Lemieux Hockey, Brett Hull Hockey.

GAME CONTROL

- **CONTROLLER:** Joypad
- **RESPONSIVENESS:** Good

X — Drop pass

A — Wrist/Slap shot

B — Pass

Y — Dump the puck/Hook

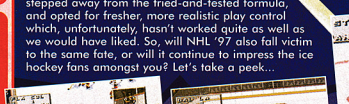
L/R — L: Sudden stop/Dive R: Spin-o-rama

S — Start: Pause Select: Not used

GAME CREDITS

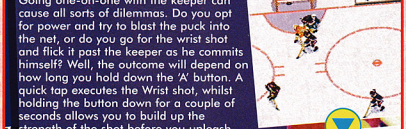
- **DEVELOPED BY:** Black Pearl
- **DISTRIBUTED BY:** T+HQ
- **MADE IN:** USA
- **ARTWORK:** © T+HQ

Despite the resounding success of the FIFA Soccer series, there's always been a small question mark concerning the gameplay. However, EA's least popular sports titles have always excelled in this category, and you need look no further than the NHL collection for proof. But, as reported last month, the newer releases have stepped away from the tried-and-tested formula, and opted for fresher, more realistic play control which, unfortunately, hasn't worked quite as well as we would have liked. So, will NHL '97 also fall victim to the same fate, or will it continue to impress the ice hockey fans amongst you? Let's take a peek...



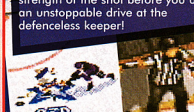
HE SHOOTS, HE MISSES AGAIN!

Going one-on-one with the keeper can cause all sorts of dilemmas. Do you opt for power and try to blast the puck into the net, or do you go for the wrist shot and flick it past the keeper as he commits himself? Well, the outcome will depend on how long you hold down the 'A' button. A quick tap executes the Wrist shot, whilst holding the button down for a couple of seconds allows you to build up the strength of the shot before you unleash an unstoppable drive at the defenceless keeper!



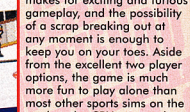
(ABOVE) Strap on yer skates and play!

POWERPLAY!



And you join us as the action heats up. I hope it doesn't get too hot though, or the rink will begin to melt! Just my little joke, eh? You've gotta laugh, ain't ya...

How the hell are you supposed to stand up on these things? Oh no, someone's passed that bloomin' puck to me. I don't want it - 'ere, you 'ave it!

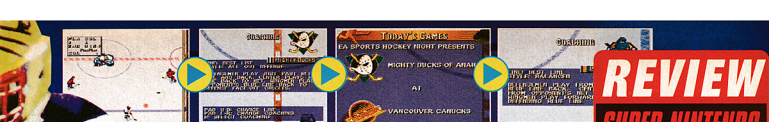


Ouch! What was that? It feels like I've just been run over by Dave Upchurch! I think I'll go for a lie down. Oh, I already have... Doh!

COMMENT

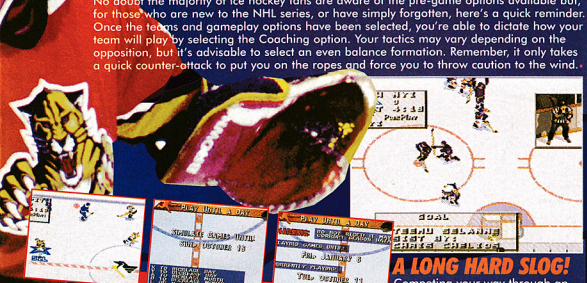
DAVEY

Well done EA! After the disappointment of FIFA '97, it's good to see the boys going for gold once more with another excellent sports sim. Even though sports sims aren't my favourite type of game, the breakneck speed of NHL '97 makes for exciting and furious gameplay, and the possibility of a scrap breaking out at any moment is enough to keep you on your toes. Aside from the excellent two player options, the game is much more fun to play alone than most other sports sims on the market, the CPU constantly putting up a tough, yet not impossible, challenge. Hit the ice and break some shins!



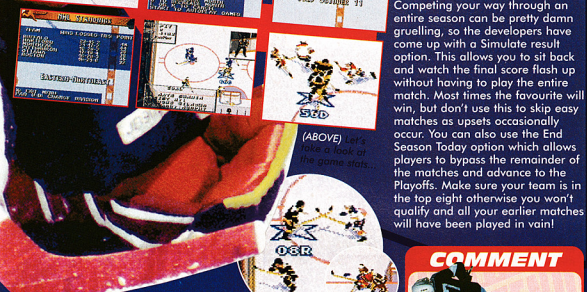
TACTICAL DECISION!

No doubt the majority of ice hockey fans are aware of the pre-game options available but, for those who are new to the NHL series, or have simply forgotten, here's a quick reminder. Once the teams and gameplay options have been selected, you're able to dictate how your team will play by selecting the Coaching option. Your tactics may vary depending on the opposition, but it's advisable to select an even balance formation. Remember, it only takes a quick counter-attack to put you on the ropes and force you to throw caution to the wind.

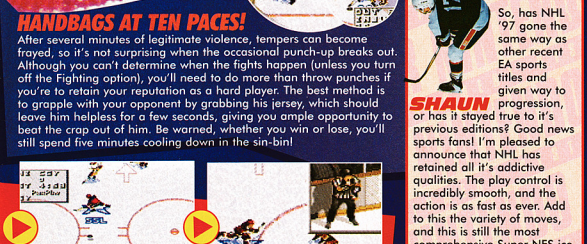


A LONG HARD SLOG!

Competing your way through an entire season can be pretty damn gruelling, so the developers have come up with a Simulate result option. This allows you to sit back and watch the final score flash up without having to play the entire match. Most times the favourite will win, but don't use this to skip easy matches as upsets occasionally occur. You can also use the End Season Today option which allows players to bypass the remainder of the matches and advance to the Playoffs. Make sure your team is in the top eight otherwise you won't qualify and all your earlier matches will have been played in vain!

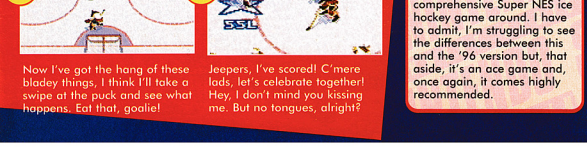


(ABOVE) Let's take a look at the game stats...



HANDBAGS AT TEN PACES!

After several minutes of legitimate violence, tempers can become frayed, so it's not surprising when the occasional punch-up breaks out. Although you can't determine when the fights happen (unless you turn off the Fighting option), you'll need to do more than throw punches if you're to retain your reputation as a hard player. The best method is to grapple with your opponent by grabbing his jersey, which should leave him helpless for a few seconds, giving you ample opportunity to beat the crap out of him. Be warned, whether you win or lose, you'll still spend five minutes cooling down in the sin-bin!



Now I've got the hang of these bladey things, I think I'll take a swipe at the puck and see what happens. Eat that, goalie!

Jeepers, I've scored! C'mere lads, let's celebrate together! Hey, I don't mind you kissing me. But no tongues, alright?

COMMENT

SHAUN So, has NHL '97 gone the same way as other recent EA sports titles and given way to progression, or has it stayed true to it's previous editions? Good news sports fans! I'm pleased to announce that NHL has retained all it's addictive qualities. The play control is incredibly smooth, and the action is as fast as ever. Add to this the variety of moves, and this is still the most comprehensive Super NES ice hockey game around. I have to admit, I'm struggling to see the differences between this and the '96 version but, that aside, it's an ace game and, once again, it comes highly recommended.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲ Larger characters than previous versions. The graphics are as good as we've come to expect.

SOUND — 81

▲ The crowd react to the action, and there are several tunes to keep you happy.

▼ The atmosphere generated hardly makes you believe the arena is packed.

PLAYABILITY — 87

▲ Getting used to the variety of options per button can take ages to master.

LASTABILITY — 89

▲ All the options you'd expect, and the two player mode is still the main reason for returning to the game month after month. The added bonus of simulating seasons is a blessing.

OVERALL — 88

Thankfully, NHL '97 hasn't fallen victim to the change in playability. It's always been a top game, and this latest instalment continues where the '96 version left off. You won't go far wrong with this - buy it and hit the ice. Now!

REVIEW

GAME BOY

CART SPEC

- **BY:** TAKARA
- **PRICE:** £27.99
- **RELEASE:** OUT NOW
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1–2 Players (via link-up)
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Yes
- **OPTIONS:** Lots of pre-fight options, two gameplay modes.

GAME INFO

- **GAME ORIGIN:** Takara trying to improve on their last Game Boy beat-'em-up, Battle Arena Toshinden.
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Complete with Kyo.
- **ALTERNATIVES:** Battle Arena Toshinden, Killer Instinct, Mortal Kombat 3.

GAME CONTROL

- **CONTROLLER:** Game Boy
- **RESPONSE:** Good

(A) Kick

(B) Punch

(S) Provoke opponent

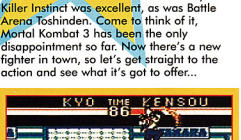
(S) Pause

GAME CREDITS

- **DEVELOPED BY:** Takara
- **DISTRIBUTED BY:** Marubeni
- **MADE IN:** JAPAN
- **ARTWORK:** © Marubeni

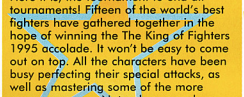
The King of Fighters, eh...? That's quite a bold statement. So, will it live up to the title and take it's place on the video games throne of honour, or be being flushed down a totally different throne in the nearest public convenience? Let's find out...

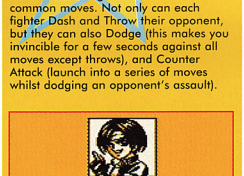
The 2D beat-'em-up isn't the easiest game to develop for Game Boy. For a start, you really need more than two buttons to perform the moves. Add to this the small screen (which makes it hard to work out what's going on), and the occasional blurring, developers have got a real challenge on their hands to produce a winner. That said, those who have tried haven't fared too badly. Killer Instinct was excellent, as was Battle Arena Toshinden. Come to think of it, Mortal Kombat 3 has been the only disappointment so far. Now there's a new fighter in town, so let's get straight to the action and see what it's got to offer...



BEST OF THE BEST!

Here it is, the tournament to end all tournaments! Fifteen of the world's best fighters have gathered together in the hope of winning the The King of Fighters 1995 accolade. It won't be easy to come out on top. All the characters have been busy perfecting their special attacks, as well as mastering some of the more common moves. Not only can each fighter Dash and Throw their opponent, but they can also Dodge (this makes you invincible for a few seconds against all moves except throws), and Counter Attack (launch into a series of moves whilst dodging an opponent's assault).

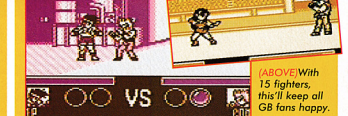




(ABOVE) With 15 fighters, this'll keep all GB fans happy.

COME ON, THEN! LET'S 'AVE YA!

There's nothing worse than coming up against a cocky little sod who keeps taunting you as each battle begins. However, to get your own back, King of Fighters has incorporated a Provoke option, activated by simply pressing the Select button. This actually has no bearing whatsoever on the outcome of the fight, but it's always worth using when your opponent's becoming irate as you kick their butt for the tenth time in succession! One press and they'll really flip their lid!



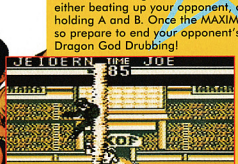
REVIEW

GAME BOY

(LEFT) Ooooof! Take that, you cad! How much mega-violence can your GB handle?

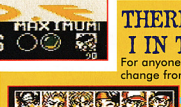
SUPER, SPECIAL, GREAT!

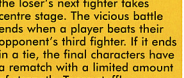
Rather than simply knocking your opponent to the floor with a pathetic punch or kick, each character has been given a Super Special Move which inflicts incredible damage. To activate the move, you must build-up your power bar by either beating up your opponent, or pressing down on the control pad whilst holding A and B. Once the MAXIMUM logo is revealed, you're at your strongest so prepare to end your opponent's misery with a Heaven Blast Flash or a Dragon God Drubbing!



THERE'S NO I IN T.E.A.M!

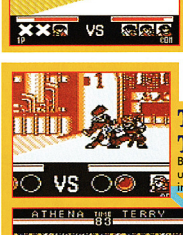
For anyone who fancies a change from the usual one-on-one battles, there's a Team mode option which allows players to select three fighters and compete against another team. Once you've selected the fighting order, the first two competitors take to the arena for a single bout. The winner receives a valuable time bonus, which restores some of their strength, and remains in the game whilst the loser's next fighter takes centre stage. The vicious battle ends when a player beats their opponent's third fighter. If it ends in a tie, the final characters have a rematch with a limited amount of strength. Tense stuff!





TWO CAN PLAY THAT GAME!

Beat-'em-ups on Game Boy are usually let down by failing to incorporate a two player option. Thrashing the computer is one thing, but you can't beat the satisfaction of wiping the floor with your best mate. Luckily that's not the case with King of Fighters. Okay, if you're playing it through your Game Boy you'll both need a copy of the game and a link-up cable, but if you own a Super NES and Super Game Boy, you can sample the two player delights. Can't be bad, eh?



(ABOVE) A bad hair day for Athena.

COMMENT

As stated earlier, 2D beat-'em-ups are probably the hardest games to develop for Game Boy. However, King of Fighters '95 is a fine effort. The graphics are very good and, with 15 characters to master, this'll keep you occupied for some time. In all honesty, it should be the ultimate in Game Boy fighters. It's got the most comprehensive set of gameplay options - special attacks, super special moves - and you can even taunt the opposition. I just feel that something is missing, but I can't quite put my finger on it. It doesn't have the intensity of Killer Instinct or the excitement of Toshinden. However, if you want something slightly different for Game Boy in your Christmas stocking, you wouldn't go far wrong with this - it'll keep you entertained whilst your folks sit glued to the Queen's speech!

SHAUN

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ As good as you're going to get on Game Boy. Good sized characters which can still be identified on the smaller screen...

▼ ...which means they're still very small and contain a lack of detail.

88

SOUND

▼ If the sound effects are anything to go by, you wouldn't believe these fighters could hurt a fly!

76

PLAYABILITY

▲ Pretty good. Once you've got the hang of pressing the buttons firmer for stronger attacks, things become slightly easier.

▼ Two buttons for attacks always offers a lack of options.

87

LASTABILITY

▲ 15 characters to choose from, all with their own moves and special attacks. Team mode also adds increased longevity, as does the two player link-up.

82

OVERALL

A nice attempt that just comes short of Toshinden and Killer Instinct. A great game for your Christmas stocking if you're beat-'em-up crazy and already own the other top titles.

85

REVIEW

GAME BOY

Mario's Picross

Who'd have thought it, eh? A puzzle which appears regularly in The Times making it onto the Game Boy! Well, believe it gamestrels 'cos those city-types have been playing Picross on the tube for quite some time now... although they don't get the added bonus of seeing our good friend Mario in action!

When all's said and done, Game Boy is most at home with puzzle games. You only have to look at the phenomenal success of Tetris for proof of that. However, even though many people still believe that Tetris is king, there have been many other puzzlers released over the past couple of years, namely Tetris 2 and Mario's Picross, which have given Tetris a run for it's money. Add to this the soon-to-be-released Tetris Attack, and it's clear that GB fanatics are spoilt for choice. Now we switch our attention to Mario's Picross 2 and, as you're about to discover, all the addictive qualities are still there in abundance!

CART SPEC

- **BY:** NINTENDO
- **PRICE:** SEE IMPORTER
- **RELEASE:** IMPORT ONLY
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1 Player
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** Yes
- **CONTINUES:** Yes
- **OPTIONS:** Difficulty setting and free line option.

GAME INFO

- **GAME ORIGIN:** A sequel to one of the first puzzle games that bore no resemblance to Tetris, but is just as addictive.
- **GAME DIFFICULTY:** Varies from very easy to completely mind-bending!
- **SCORE TO BEAT:** Complete second gameplay option.
- **ALTERNATIVES:** Mario's Picross is the only real alternative, although other Game Boy puzzle games include Tetris and Tetris Attack.

GAME CONTROL

- **CONTROLLER:** Game Boy Pocket
- **RESPONSE:** Excellent

A Chisel

B Mark/Erase

S Not used

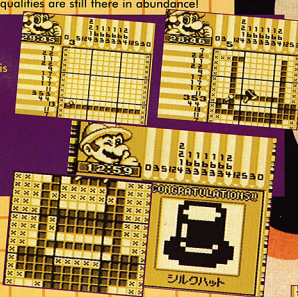
S Pause

GAME CREDITS

- **DEVELOPED BY:** Creatures/Jupiter
- **DISTRIBUTED BY:** Nintendo
- **MADE IN:** JAPAN
- **ARTWORK:** © Nintendo

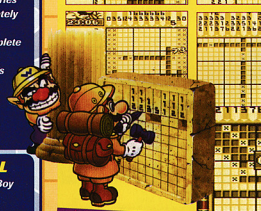
PICTURE THIS!

The object of Picross is very simple. However, changing a plain screen into a completed picture is more difficult than it sounds. The game is played on a grid which is broken into squares. By using the numbers on the top and left of the screen, players chisel out the blocks to reveal a picture. If more than one number appears in a line, this means that you must leave a gap between the group of blocks (for example Three, Four means that a line of three will be followed by a separate line of four). Easy, eh?



RACE AGAINST TIME!

So, you use the numbers to determine the amount of blocks to fill in and reveal a picture - no problem. Aha! That's where you're wrong! Even though you're given 30 minutes to complete each puzzle, there are time penalties for every mistake you make. Your first slip-up results in two minutes being deducted from the clock, with the time penalty doubling to a maximum of eight minutes. So, as you might have worked out, make five mistakes and it's Game Over. Not quite as simple as it sounds, is it?



HAMMER TIME!

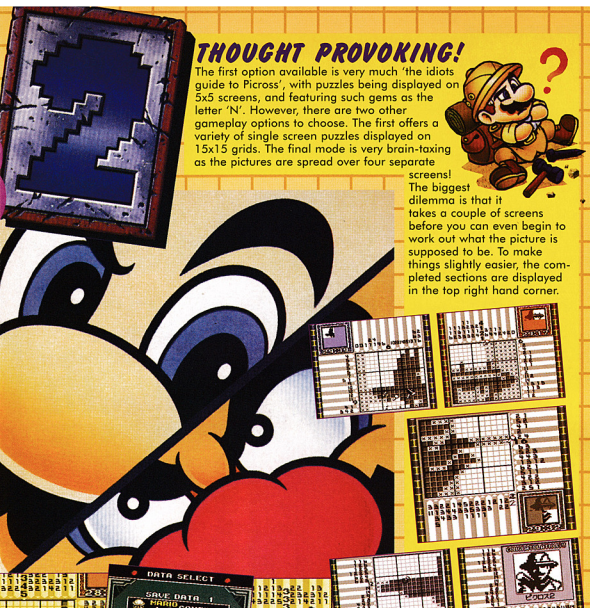
First choice is whether or not to take the free line. It doesn't cost you any time, but would you not rather take all the credit for your success? No, me neither!

Ah, that's an easy one. I can fill in the whole of that line. Right then, we're off and running.

Doh! Oh gawd, time's running out. I'd better get me thinkin' 'ead on if I'm going to complete this little monstrosity.

THOUGHT PROVOKING!

The first option available is very much 'the idiots guide to Picross', with puzzles being displayed on 5x5 screens, and featuring such gems as the letter 'N'. However, there are two other gameplay options to choose. The first offers a variety of single screen puzzles displayed on 15x15 grids. The final mode is very brain-taxing as the pictures are spread over four separate screens! The biggest dilemma is that it takes a couple of screens before you can even begin to work out what the picture is supposed to be. To make things slightly easier, the completed sections are displayed in the top right hand corner.



PUT THAT DOWN AT ONCE!

It's happened to us all, hasn't it? You're sitting in your bedroom playing a game, you reach the point of no return, and then your mother bursts in and orders you to go to the shops for a tub of lard, or informs you that you're going to visit your grandparents! You immediately turn off the game, cursing 'cos you were so near the save point, and it'll take ages to return to the same place. Luckily, an addition to Picross 2 is the ability to save your progress mid-point, enabling you to return at a later date and continue where you left off. Unfortunately, there's no option to stop your mother giving you monotonous tasks, but it's a start I guess...

Can you tell what it is yet? Blimey, I sound like Rolf Harris. Oh, tie me kangaroo down, sport! Tie me kangaroo down!

There you go it's a...ummmm...well, it's a completed picture isn't it? Of course I know what it is, I don't have to tell you everything!

COMMENT

SHAUN

When Mario's Picross was first released it was like a breath of fresh air. At last, a puzzler which bore no resemblance to Tetris. However, are there enough extras available to warrant a sequel? Probably not. Okay, so there are stacks of new puzzles, but once you understand the basics of Picross, it doesn't really matter what picture you're making. The save facility is an excellent idea, but I'm not sure about extending the pictures to four separate screens. For all you newcomers who are intrigued, this is well worth a peek. As for you old Picross followers - it's just more of the same! Shame...

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION			■	
CHALLENGE				■
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH			■	
YEAR			■	

GRAPHICS

▲ Very basic and extremely simple, exactly what you need for a game of this magnitude.

85

SOUND

▲ The game is filled with the sort of twee tunes you'd expect from a Mario game.

76

PLAYABILITY

▲ Tetris is probably the only game that's easier to control.

84

LASTABILITY

▲ Once you've completed a puzzle, you'll be tempted to return to beat your previous time. The four screen puzzles also add extra lastability.

87

OVERALL

85

Another top-notch puzzler from Nintendo. Even more hours will be wasted whilst you try to complete just one more puzzle before you go out. Keep your eyes open for an official release. If you see it - buy it!

NHS SMALL TIPS

Merry Christmas, seasons greetings and all that. Santa Cracker here for a yuletide bonanza of small tips! I hope St Nick stuffed yer stockings with loads of new games! Over the next few months I want to see your hot tips flooding into the NMS office. I'm sure you'll all have plenty of time over the holidays to crack some games and, if you do, send me your solutions and you could win yourself a cosmic prize! Send your Christmas crackers to: THIS CHEAT IS BETTER THAN CHRISTMAS, NMS SMALL TIPS, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.

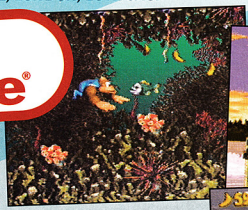
KONAMI

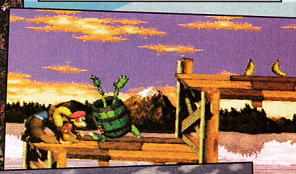
World Exclusive®

SPECIAL CHRISTMAS BONUS

DONKEY KONG COUNTRY 3

SUPER NES ★★★★★





Listen up, kids... it's another World Exclusive from your beloved NMS! Our mates at Rare have a special Christmas present for you, a festive cheat that changes the DKC3 bonus game music into Christmas jingles and replaces the usual stars and green bananas with Christmas tree decorations and pretty boxed presents! Rare, we bow to your superior programming skills!
On the Select Game screen, press LRRLRRLRLR (top buttons). Now you'll be asked to enter a code instead of your name. Enter 'MERRY' and visit any bonus stage to feel the Christmas spirit. Now, how cool is that...?

Stuck in a Nintendo game? Call the official hints and tips Hotline on (01703) 652222

PROMOTION AND BETTER SHIP
WING COMMANDER

SUPER NES ★★★

Enter your name as 'Wildfire' and use the code XQBVHKNL7H. If this has worked you'll be in control of the Scimitar-Class medium fighter, with 15 kills to your name. The battle for the Terran Confederation will also be going well, thank you very much! Your player should also be promoted to 1st Lieutenant. Thanks to Ian Kikuchi from Middlesex.

CODES GALORE!
KEN GRIFFEY JR'S WINNING RUN

SUPER NES ★★★★

Here's some great tips for Ken Griffey Jr's. But please note... make sure a tone sounds after each code is entered or else they won't work! To enter each code a game must be started then paused.

1. CREDITS -
To view the end credits, press B, A, Down, B, Up, B, B and A on the title screen.

2. HIDDEN TEAMS -
On the title screen press A, B, X, Y, Up, Down and Select to find four hidden teams. However, there's a catch... a whole season must be completed first! If you've finished a 162 game season then four teams will be yours to mess around with. If a 26 or 52 game season has been completed then only 1 or 2 teams will be available.

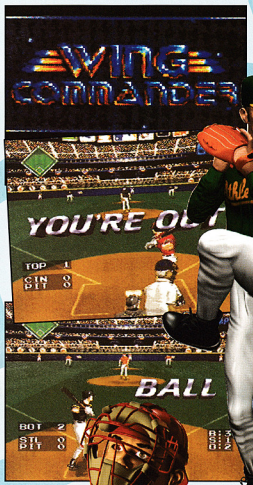
3. SLOW DOWN -
Press Left, A, Right, Down, Y and Select to slow the opposing team's runners and fielders. This cheat only tampers with the current half of the innings.

4. SUPER PITCHES -
Press B, A, Down, B, A, Left, Left and Select to supercharge your pitching.

5. HOME RUN -
This code will only work in the Home Run Derby contest. Enter B, Y, B, Y and Select. Now every time a fair ball is pitched, a home run will be hit!

6. RANDOM PITCH -
Press Left, Y, A, Right and Select to randomise the current pitcher's throws.

7. MAX ABILITY -
Press A, Right, Down, Left, A, Down and Select to maximise your team's ability. This will last for the current half of the innings.

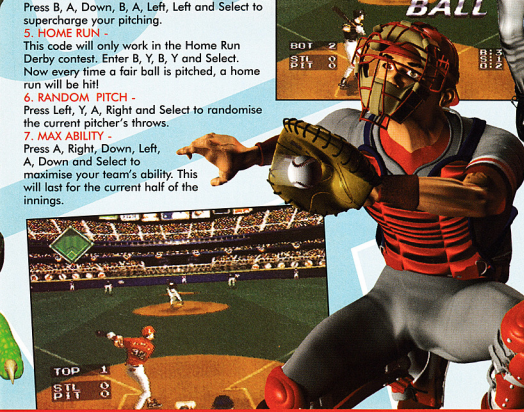


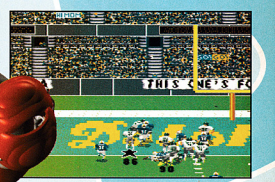
TOUCHDOWN DANCING
JOHN MADDEN '96

SUPER NES ★★★★

This one will make you laugh. Well, it made me snigger! Every time your team scores a touchdown, you can decide what their winning dance will be! There are eight to choose from, all of which look ridiculous! As soon as your player crosses the line, hold down the relevant buttons.

DANCE 1:	Y+UP
DANCE 2:	Y+DOWN
DANCE 3:	Y+LEFT
DANCE 4:	Y+RIGHT
DANCE 5:	B+UP
DANCE 6:	B+DOWN
DANCE 7:	B+LEFT
DANCE 8:	B+RIGHT



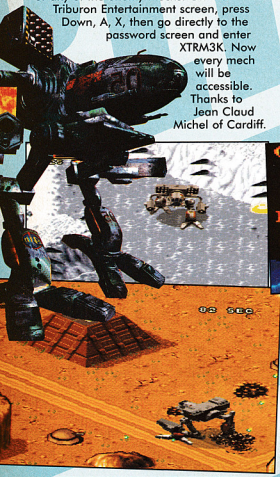


MULTIPLE MECHS

MECH WARRIOR 3050

SUPER NES ★★★☆☆

This cheat allows you to play using MADCAT or any of the enemy mechs. On the Triburon Entertainment screen, press Down, A, X, then go directly to the password screen and enter XTRM3K. Now every mech will be accessible. Thanks to Jean Claud Michel of Cardiff.



STAGE SELECT AND SOUND TEST

SUPER GHOULS AND GHOSTS

SUPER NES ★★★☆☆

Along with it's predecessor, Super Ghouls and Ghosts ranks among the best titles in gaming history. Therefore, I searched every drawer in my Cosmic space capsule to find this ancient cheat. And, er, here it is! On the Option screen, press Down until 'Exit' is highlighted. Press and hold L and Start on Joypad two and Start on Joypad one. When you're ready to play, highlight 'Exit', press A to leave the options screen, then exit again to the title screen. Now simply press Start to begin!

SILVER CUP CODE

STREET RACER

GAME BOY ★★★★☆

This code will let you access the Silver Cup mode in this fantastic GB racer. Simply enter JXPSVW in the passcode screen. Thanks to Metro at UBI soft for helping me out.

GROUP BATTLE

SUPER STREET FIGHTER

SUPER NES ★★☆☆☆

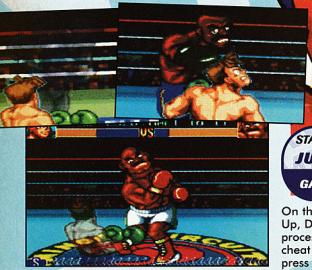
On the Select screen, press L, R, L, R, L, R, R, L on Joypad two to access group battle mode.

JAPANESE PLAYERS

SUPER PUNCHOUT

SUPER NES ★★☆☆☆

To change your players from English names to Japanese, highlight 'New Game' and hold X and A.



STAGE SKIP

JURASSIC PARK

GAME BOY ★★★★☆

On the title screen, press Up, Down, Left, Up, Down, Right and Select. Repeat the process until an explosion is heard. If the cheat has worked, pause your game and press Select to skip levels.

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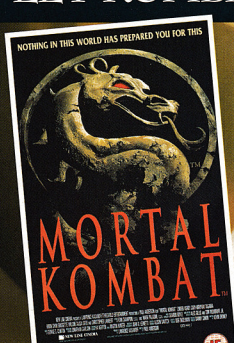
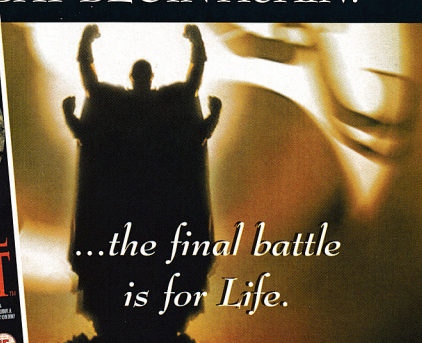
LET KOMBAT BEGIN *AGAIN!*





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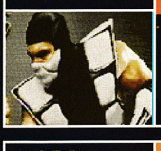
CYRAX

Net	⇦, ⇦, LK
Short bomb	Hold LK, ⇦, ⇦, HK
Long bomb	Hold LK, ⇨, ⇨, HK
Air throw	⇩, ⇧, ⇨ + BK, LP
Teleport	⇨, ⇩+BK
Fatality 1	⇩, ⇩, ⇩, ⇩, HP
Fatality 2	⇧, ⇧, ⇨, ⇩, R (close)
Friendship	R, R, R, ⇨
Babality	⇨, ⇨, ⇦, HP
Brutality	HK, HP, HK, HK, HP, HK, HP, HK, LK, LP
Pit Fatality	R, BK, R
Combo	HP, HP, HK, HP, HP, HK, ⇦+HK

ERMAC

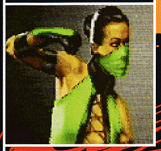
Fireball	⇧, ⇦, LP
Teleport punch	⇧, ⇦, HP
Teleport slam	⇦, ⇧, ⇦, HK
Fatality 1	R, BK, R, R, HK (close)
Fatality 2	⇩, ⇩, ⇩, ⇩, ⇧, BK
Friendship	⇨, ⇨, ⇩, HP
Babality	⇧, ⇧, ⇦, ⇦, HP
Brutality	HP, LP, BK, HK, LK, BK, HP, LP, LK, HK
Pit Fatality	R, R, R, R, LK
Combo	HP, HP, ⇦+LP, HK, ⇦+LK

HUMAN SMOKE



Spear	⇦, ⇦, LP
Teleport	K, ⇦, HP
Air throw	BK (in air)
Fatality 1	⇩, ⇩, ⇦, R
Fatality 2	R, BK, R, R, HK,
Friendship	K, ⇩, ⇩, ⇨, R
Babality	⇦, ⇦, ⇨, R
Brutality	HP, BK, LK, HK, HP, HK, HP, HK, LP, LK
Pit Fatality	⇨, ⇧, ⇧, LP
Combo	HP, HP, HK, ⇦+HK

JADE



Boomerang middle	⇦, ⇨, LP
Boomerang high	⇦, ⇨, HP
Boomerang low	⇦, ⇨, LK
Invincibility	⇦, ⇨, HK
Glow kick	⇩, ⇨, LK
Boomerang return	⇦, ⇦, ⇨, LP
Fatality 1	⇧, ⇧, ⇩, ⇨, HP (close)
Fatality 2	R, R, R, BK, R (close)
Friendship	⇦, ⇦, ⇨, ⇦, HK
Babality	⇧, ⇧, ⇨, ⇩, HK
Brutality	⇩, ⇩, ⇨, ⇩, HK
Pit Fatality	⇦, ⇨, ⇩, R
Combo	HP, HP, ⇩+LP, LK, HK, ⇦+LK, ⇦+HK

JAX

Shot one	⇦, ⇨, HP
Shot two	⇨, ⇨, ⇦, ⇦, HP
Rush	⇨, ⇨, HK
Grab	⇨, ⇨, LP (press LP five times)
Smash	Hold LK for three seconds
Back breaker	BK (in air)
Fatality 1	BK, BK, ⇩, ⇨, ⇧ (close)
Fatality 2	R, BK, R, R, LK (full screen)
Friendship	LK, R, R, LK
Babality	⇩, ⇩, ⇩, LK
Brutality	HP, HP, BK, LP, HP, HP, HP, BK, LP, HP
Pit Fatality	⇩, ⇨, ⇩, LP
Combo	HK, HK, K+HP, HP, BK, LP, ⇦+HP

ULTIMATE MORTAL KOMBAT 3

KOMBAT GUIDE

Christmas... a time for loving, a time for sharing, a time for forgetting the past and looking forward to a bright and peaceful future. Bobbins, mate! We know exactly what you vicious Mortal fans want, and here it is: the full moves guide to Ultimate Mortal Kombat 3! Being a sequel to one of the most popular beat-'em-ups of all time, we know that loads of you will find this excellent game stuffed down your stockings this Christmas. And, as our gift to you, here's a full guide to the latest savage classic. Brutalities are the newest finishing moves and every single one has been listed, along with Friendships, Babalities and, of course, the fearsome Fatalities! Go on, Finish Him! You know you want to...

FATALITIES

When performing fatalities that require you to press Up, hold Block so that your player doesn't jump. If your player jumps, the sequence will be broken and the Fatality cannot be performed. Doh!

Close - Move as near to your opponent as possible, so you're touching them
Sweep - Stand just at the edge of the reach of a sweep
Full screen - Stand at the far edge of the screen, away from the other fighter
Half screen - Stand half a screen away from your opponent

RANDOM SELECT

To activate random select, hold Up and Start on the character select screen.

TOURNAMENT MODE

To access the Tournament mode where two players can take part in a tag team battle, hold the Left and Right shoulder buttons on the Joypad and press Start on the title screen.

USING THE KOMBAT GUIDE

KEY TO MOVES

HP	: High Punch
LP	: Low Punch
LK	: Low Kick
HK	: High Kick
BK	: Block
R	: Run
◁	: Back
▷	: Toward
△	: Up
▽	: Down

BRUTALITIES

On the Finish Him/Her screen, Run to your opponent and quickly tap the sequence of buttons. If successful, the screen will fade and your player will start attacking automatically. Just watch the blood run free!

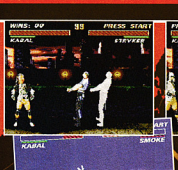
MERCY

To give mercy, you must first go to three rounds. When you win the third round and the Finish Him message appears, move over half a screen from your opponent, hold Run, press Down, Down, Down and release Run. The Mercy message will then appear and your opponent will get a tiny amount of energy back. Now waste 'em!

Stuck in a Nintendo game? Call the official hints and tips Hotline on (01703) 652222

KABAL

Fireball	⇦, ⇨, HP
Spin	⇦, ⇨, LK
Saw	⇩, ⇩, ⇦, R
Fatality 1	K, K, ⇩, ⇨, ⇩, BK
Fatality 2	R, BK, BK, HK
Friendship	R, LK, R, R, ⇩
Babality	R, R, LK
Brutality	BK, LK, LK, LK, HK, LP, LP, LP, HP, LP
Pit Fatality	BK, BK, HK
Combo	LK, LK, HP, HP, ⇩+HP

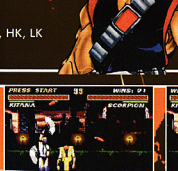


KANO

Spin	Hold LK for 3 seconds
Blade toss	⇩, ⇦+HP
Blade swipe	⇩, ⇨+HP
Grab	⇩, ⇨+LP
Air throw	BK (in air)
Rising ball	⇨, ⇩, ⇨+HK
Psycho ball	⇨, ⇩, ⇨, LK
Fatality 1	LP, ⇨, ⇩, ⇩, ⇨ (close)
Fatality 2	LP, BK, BK, HK (sweep)
Friendship	LK, R, R, HK
Babality	⇨, ⇨, ⇩, ⇩, LK
Brutality	LP, BK, LP, HP, BK, HK, LK, BK, HK, LK
Pit Fatality	J, J, ⇦, LK
Combo	HP, HP, HK, LK, ⇦+HK

KITANA

Fan toss	⇨, ⇨, HP, LP
Fan lift	⇦, ⇦, L, HP
Punch	K, ⇦, HP
Fatality 1	R, R, BK, BK, LK (close)
Fatality 2	L, K, ⇨, ⇨, HK (close)
Friendship	K, ⇦, ⇩, ⇨, LP
Babality	⇨, ⇨, K, ⇨, HK
Brutality	P, BK, HK, BK, LK, BK, LP, BK, HP, BK
Pit Fatality	⇨, K, K, LK
Combo	HP, HK, L+LP, ⇨+HP



KUNG LAU

Hat throw	⇦, ⇨, LP
Teleport	⇩, ⇩
Spin	⇨, ⇩, ⇨+R
Diving kick	⇩+HK (in air)
Double teleport	⇩, ⇩, ⇩
Fatality 1	R, BK, R, BK, ⇩
Fatality 2	⇨, ⇨, ⇩, ⇩, HP (inside sweep)
Friendship	R, LP, R, LK (past Sweep)
Babality	⇩, ⇨, ⇨, HP
Brutality	LP, LK, HK, BK, HP, LP, LK, HK
Pit Fatality	LP, ⇩, ⇩, ⇨, ⇨, LK
Combo	HP, LP, HP, LP, LK, LK, ⇦+HK

LIU KANG

High ball	⇨, ⇨, HP
Low ball	⇨, ⇨, LP
Bicycle kick	Hold LK for four seconds
Flying kick	⇨, ⇨, HK
Super kick	⇦, ⇨, LK
Fatality 1	⇨, ⇨, ⇩, ⇩, LK (anywhere)
Fatality 2	⇧, ⇨, ⇩, ⇧, BK+R (anywhere)
Friendship	R, R, ⇩, ⇩+R
Babality	⇩, ⇩, ⇩, HK
Brutality	LP, HP, BK, LK, HK, LK, HK, LP, LP, HP
Pit Fatality	R, BK, BK, LK
Combo	HP, HP, BK, LK, LK, HK, LK

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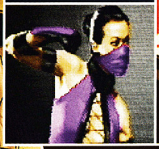
MILEENA



Sai toss	Hold HP for two seconds
Teleport kick	⇨, ⇨, LK
Roll	⇦, ⇦, ⇩, HK
Fatality 1	⇦, ⇦, ⇦, ⇨, LK (full screen)
Fatality 2	⇩, ⇩, ⇩, ⇨, LP (close)
Friendship	⇩, ⇩, ⇦, ⇨, HP
Babality	⇩, ⇩, ⇦, ⇨, HP
Brutality	LP, LP, HP, BK, HK, LK, HK, BK, HP, LP
Pit Fatality	⇩, ⇩, ⇦, LP
Combo	HP, HP, HK, HK, ⇧+LK, ⇧+HK

NIGHTWOLF

Arrow	⇩, ⇦+LP
Hatchet	⇩, ⇨+HP
Chest	⇩, ⇦, ⇦+HK
Shoulder barge	⇨, ⇨+LK
Running shoulder	⇦, ⇩, ⇨, HK
Fatality 1	⇩, ⇩, ⇦, ⇨, BK (close)
Fatality 2	⇩, ⇩, ⇩, HP (half screen)
Friendship	R, R, R, ⇩ (past sweep)
Babality	⇩, ⇦, ⇨, ⇦, LP
Brutality	HP, HK, LK, LK, BK, BK, LP, LP, HP, HK
Pit Fatality	R, R, BK
Combo	LK, HP, HP, LP, Hatchet, HK

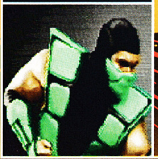
NOOB SAIBOT

Zap	⇩, ⇨, LP
Telesiam	⇩, ⇩, ⇧
Alter ego	⇩, ⇨, HP
Fatality 1	⇩, ⇦, ⇦, ⇨, HK (half screen)
Fatality 2	⇦, ⇦, ⇩, R (anywhere)
Friendship	⇨, ⇨, ⇩, HP (full screen)
Babality	⇨, ⇨, ⇨, LP
Brutality	LK, HP, BK, LK, HK, HP, LP, BK, LK, HK
Pit Fatality	⇩, ⇨, BK
Combo	HP, HP, LP, HK

RAIN

Roundhouse	⇦, HK
Storm zap	⇩, ⇨, HP
Lightning ball	⇦, ⇦, HP
Fatality 1	⇩, ⇩, ⇩, HP
Fatality 2	⇩, ⇩, ⇦, ⇨, HK
Friendship	⇨, ⇨, ⇨, LP
Babality	⇨, ⇨, ⇦, HP
Brutality	HP, BK, LK, HK, BK, LK, HK, BK, HP, LP
Pit Fatality	⇨, ⇩, ⇨, LP
Combo	HK, HK, LK, HK, HK

REPTILE



Acid spit	⇨, ⇨, HP
Slow ball	⇦, ⇦, HP+LP
Fast ball	⇨, ⇨, HP+LP
Slide	⇩, LP+BK+LK
Invisibility	⇩, ⇩, HK
Elbow	⇩, ⇨, LK
Fatality 1	⇩, ⇩, ⇧ (BK jump)
Fatality 2	⇨, ⇨, ⇩, ⇧, HK (inside sweep)
Friendship	⇩, ⇨, ⇨, HK (close)
Babality	⇨, ⇨, ⇦, ⇩, LK
Brutality	BK, HK, HK, BK, HP, LP, LK, LK, BK, LP
Pit Fatality	BK, R, BK, BK
Combo	HP, HP, HK, ⇦+HK

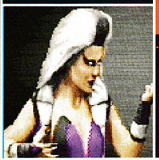
SCORPION

Spear	⇦, ⇦, LP
Teleport punch	⇩, ⇨, HP
Air throw	BK (in air)
Fierce punch	⇩, ⇨, HP
Fatality 1	⇩, ⇩, ⇧, HK (jump)
Fatality 2	⇨, ⇨, ⇦, LP (jump)
Friendship	⇨, ⇨, ⇩, ⇧, R (close)
Babality	⇩, ⇦, ⇦, ⇨, HP (close)
Brutality	KHP, BK, HK, LK, LK, HK, HP, LP, HP
Pit Fatality	⇨, ⇧, ⇧, LP
Combo	HP, HP, HK, ⇦+HK

SEKTOR

Missile	⇨, ⇨, LP
Homing missile	Half circle toward+HP
Teleport uppercut	⇩, ⇨, LK
Double missile	⇦, ⇦, ⇨, LP
Fatality 1	LP, R, R, BK (sweep)
Fatality 2	⇨, ⇨, ⇨, ⇦, BK (over half screen)
Friendship	R, R, R, R, ⇩ (half screen)
Babality	⇦, ⇩, ⇩, ⇩, HK
Brutality	HP, BK, BK, HK, HK, LK, LK, LP, LP, HP
Pit Fatality	R, R, R, ⇩
Combo	HP, HP, HK, HK, ⇦+HK

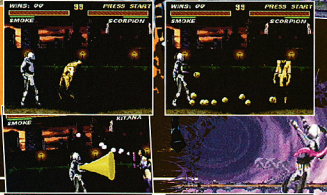
SINDEL



Sonic dizzy	⇨, ⇨, ⇨, HP
Float	⇦, ⇦, ⇨, HK
Fireball	⇩, ⇨, LP
Air fireball	⇩, ⇨+LK (in air)
Float fireball	⇩, ⇨+LK (float)
Double fireball	⇦, ⇦, ⇨, LP
Fatality 1	R, R, BK, R, BK (sweep)
Fatality 2	R, BK, BK, R, BK (close)
Friendship	R, R, R, R, ⇧
Babality	R, R, R, ⇧
Brutality	HK, LK, BK, LK, HK, BK, HK, LK, BK, LP
Pit Fatality	⇩, ⇩, ⇩, LP
Combo	HK, HP, HP, LP, HK

SMOKE

Spear	⇦, ⇦, LP
Teleport	⇨, ⇨, LK
Air throw	BK (in air)
Invisibility	⇩, ⇩, R
Fatality 1	BK, ⇧, ⇧, ⇨, ⇩ (full screen)
Fatality 2	R+BK, ⇩, ⇩, ⇨, ⇧ (sweep)
Friendship	R, R, R, HK (full screen)
Babality	⇩, ⇩, ⇦, ⇦, HK
Brutality	LK, LK, HK, BK, BK, LP, LP, HP, BK, BK
Pit Fatality	⇨, ⇨, ⇩, LK
Combo	HP, HP, LK, BK, LP



SONYA

Ring toss	⇩, ⇨, LP
Leg throw	⇩+LP+BK
Flying punch	⇨, ⇦, HP
Leg kick	⇦, ⇦, ⇩, HK
Fatality 1	BK+R, ⇩, ⇩, ⇦, R (half screen)
Fatality 2	⇦, ⇦, ⇨, ⇩, R (anywhere)
Friendship	⇦, ⇩, ⇨, ⇧, R
Babality	⇩, ⇩, ⇨, LK
Brutality	LK, BK, HP, LK, BK, HP, LP, BK, HK, LK
Pit Fatality	⇨, ⇨, ⇩, HP
Combo	HK, HK, HP, HP, LP, ⇦, HP

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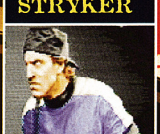
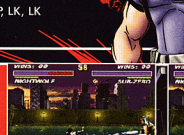
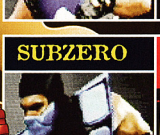
STRYKER



Rush throw	⇨, ⇨, HK
Take down	⇨, ⇦, LP
Low grenade	⇩, ⇦, HP
High grenade	⇩, ⇦, LP
Caps	⇦, ⇨, HP
Double grenade 1	⇨, ⇩, ⇦, HP
Double grenade 2	⇨, ⇩, ⇦, LP
Fatality 1	⇩, ⇨, ⇩, ⇨, BK (close)
Fatality 2	⇨, ⇨, ⇨, LK (full screen)
Friendship	LP, R, R, LP
Babality	⇩, ⇨, ⇨, ⇦, HP
Brutality	LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Pit Fatality	⇨, ⇩, ⇩, HK
Combo	LK, HP, HP, LP



SUBZERO



Ice ball	⇩, ⇨, LP
Ground ice	⇩, ⇦, LK
Slide	⇦+LP+BK+LK
Brutality	HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

UNMASKED SUB ZERO

Ice ball	⇩, ⇨, LP
Ice shower	⇩, ⇦+HP
Sub Xero	⇩, ⇦+LP
Ground ice	⇩, ⇦, LK
Slide	⇦+LP+BK+LK
Fatality 1	⇦, ⇦, ⇩, ⇦, R (sweep)
Fatality 2	BK, BK, R, BK, R (close)
Friendship	LK, R, R, ⇧
Babality	⇩, ⇩, ⇩, ⇦, ⇦, HK
Brutality	HP, LK, HK, LP, HP, HK, HK,
HP, HP, LP	
Pit Fatality	⇨, ⇧, ⇧
Combo	HP, HP, LP, LK, HK, ⇦+HK

SHANG TSUNG

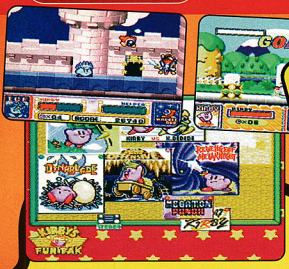
Fireball	⇦, ⇦, HP
Two fireballs	⇦, ⇦, ⇨, HP
Three fireballs	⇦, ⇦, ⇨, ⇨, HP
Ground fireball	⇨, ⇨, ⇩, ⇦, LK
Fatality 1	LP, ⇩, ⇨, ⇨, ⇩ (close)
Fatality 2	LP, R, BK, R, BK (close)
Friendship	⇦, ⇦, ⇦, ⇩, R
Babality	⇩, ⇩, ⇩, LK
Brutality	LK, BK, HP, LK, BK, HP, LP, BK, BK, BK
Pit Fatality	⇨, ⇨, ⇩, HP
Combo	HK, HK, HP, HP, LP, ⇦+HP

MORPHS

Cyrax	BK, BK, BK
Ermac	⇩, ⇩, ⇧
Jade	⇨, ⇨, ⇩, ⇩+BK
Jax	⇨, ⇨, ⇩+LP
Kabal	LP, BK, HK
Kano	⇦, ⇨, BK
Kitana	⇨, ⇩, ⇨, R
Kung Lao	R, R, BK, R
Liu Kang	360 degree Joypad turn
Mileena	R, BK+HK
Nightwolf	⇧, ⇧, ⇧
Noob Saibot	⇨, ⇩, ⇩, ⇦, HK
Rain	R, BK, LK
Reptile	R, BK, BK, HK
Scorpion	⇩, ⇩, ⇨, LP
Sektor	⇨, ⇩, ⇦, R
Sindel	⇩, ⇩, ⇦, LK
Sonya	⇩, ⇩, ⇩, R+LP+BK
Stryker	⇨, ⇩, ⇨, HK
Sub Zero	BK, BK, R, R
Smoke	BK, R, LK

BURIED TREASURE

The Lost Treasures of Shao Khan are found once you complete the game, each icon hiding a special treat for Mortal champions. Simply pick a box to discover what's inside. The prizes range from a demonstration of all the Fatalities, seeing the end credits, and a chance to compete in a tougher fight. I won't tell you which are which as that would spoil the surprise!



KIRBY'S FUN PAK

PLAYER'S GUIDE PART 2

Merry Christmas, readers! Cracker here on my winter vacation to Dream Land. I've just spent a few days swallowing monsters with my pal Kirby, and he's reminded me that the second part of Kirby's Fun Pak guide has to be in this issue. This month Spring Breeze and Dynablade are tipped. Here we go!

GAME 2 STARS:1

SPRING BREEZE

As it's a basic introduction to the platform adventures, Spring Breeze is classed as a one star game. This is an opportunity to practice swallowing enemies and using their attacks to discover the best helpers. Spring Breeze is spread over four levels, each one bigger than the last.

Level 1
HI SCORE
237140
SPRING BREEZE
HELP! All the food from Dream Land has been stolen! Hurry, Kirby, or everyone will starve!

STAGE ONE: GREEN GREENS

Green Greens is split across three sections. The first requires Kirby to make his way into the forest. Swallow the first enemy you come across, then copy his ability to make a helper. Make sure you collect all the food from the level and, if your helper is looking a little rough, share some food with them. A copyable enemy is found behind the first door, then continue right and enter the second door to find the next section.

SECOND SECTION

Continue right until you reach four blocks. These blocks are hiding three pieces of food. Simply blast the blocks using Kirby's acquired technique to reach the grub. Walk right and enter the door to reach the third section.

THIRD SECTION

Make your way upwards to reach the boss. However, make a detour to the left hand side of the screen and blast away the blocks to find an extra life. On the far right of the screen, blast the blocks to find some lovely food. Then, fly to the top of the screen to confront the mighty tree boss.

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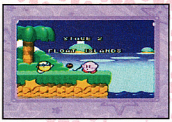
THICK AS TWO SHORT PLANKS

At this point it's handy to have an ability and helper as this great lump of wood can be defeated in roughly five seconds. If you haven't got these, simply swallow the red apples and spit them back at him. That's it, the first stage is over. Easy, eh?

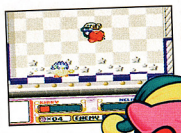
STAGE TWO: FLOAT ISLANDS

The second stage is Float Islands. This stage is very easy and you should complete it in about fifteen minutes...so there's no need to fret. Kirby will be victorious once more!



I AM THE WALRUS

At the start of the stage, walk right and enter the doorway to appear in the caves. Enter the first doorway to collect an extra life which is submerged underwater, then leave the room and jump down to find the exit doorway. Kirby will now appear at the castle, the home of a very cold Walrus boss. He's easily beaten if Kirby has an ability and a helper. Once the Walrus is beaten if Kirby has an ability and a helper. Once the Walrus is dead, Kirby and company will be whisked off to the top of the castle. Crash is a useful ability to collect here.



MEET LOLO AND LALA

Inside the castle, Lolo and Lala are hiding. If you collected Crash, these nasties are no bother at all. If you don't have Crash, simply keep hitting them until they disappear. Once the enemy bar has reached half way, one of them will die, leaving the other to fend for themselves. If you've travelled here without any abilities, quickly swallow Lolo 'n' Lala's blocks then spit them back.

STAGE THREE: BUBBLY CLOUDS

Welcome to Bubbly Clouds. This is the introduction stage to Mt. Dedede. It's quite easy - simply collect all the food and find each exit door to reach the next stage.

LOVELY PUFFY CLOUDS!

After visiting the night scene, the first cloud boss awaits your challenge. Be sure to have an ability and helper to make short work of this white nightmare. Once defeated, Kirby's whisked off to another night scene where an extra life can be found. Also, explore around the exit as a full health fruit is near. In the next room, fly upwards to find the door which leads to the spiked boss cloud. Kirby should have the Rock ability and a Waddle Doo helper. When confronting this boss, turn into a rock when it launches an attack and leave the fighting to your helper. Repeat this until the cloud has less than half power then, when it launches itself at the ground, jump up and turn into a statue. This will steal the remainder of the cloud's energy.

STAGE FOUR: JUDGMENT NIGHT

This is it, the final stage in Spring Breeze, where Kirby must defeat Dedede in a boxing match. Before entering the arena, use Rocky as your helper and find the Bomb ability. If you have these, Dedede won't last long. Once beaten, Dedede is blasted out of the castle, leaving Kirby to tidy up. Ahhhh... what a nice hero he is!

GAME 3 STARS:3

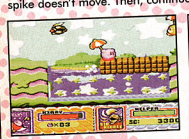
DYNABLADE

This is the third game in the pack, and is classed at an average three stars. This level will begin to test your Kirby skills over five levels. Dream Land's crops have been nabbed by boss bird Dynablade. It's up to Kirby to negotiate four platform levels and challenge the mighty bird in the fifth.

(Level)
HI-SCORE
243180
DYNA BLADE
Dyna Blade is destroying all the crops. She must be stopped. Master the different abilities and defeat her.

STAGE ONE: FIRST SECTION

The first section is straight forward - make your way towards the exit to reach section two! On your way you'll encounter an unstable bridge that gives way under Kirby's weight. Quickly run across the bridge to find a series of blocks stacked in a vertical line. Stand on the blocks and they'll crumble, unblocking the path. On the right of the screen, pick up the food that's underneath the spike enemy. Don't worry about walking under this fiend as the spike doesn't move. Then, continue right to reach the exit.

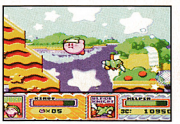


SECOND SECTION

Sparky is a useful ability to have in this section as bomb blocks need to be smashed to reveal hidden lives and food. These blocks cannot be reached with other abilities as they cannot penetrate the normal blocks surrounding the bombs.
When you pass the first ladder, look out for an extra life hidden inside a group of blocks. Hit the nearby bomb with your Spark ability to reach the life.
Once you reach the exit door, hover above it to find a hidden life and health power up. Now drop down and exit this section.

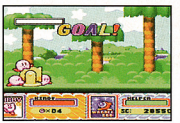
THIRD SECTION

At the start of this section, fly to the top-left corner to find two Sun Flowers guarding food and an invincibility power up. Once Kirby is invincible, quickly run into any enemies that block the path. However, be careful as this power up only lasts a few seconds.
Continue right until you find a bomb block sunk into the ground. Shoot this to reveal a secret passage to the end of the level. Follow the underground path to find loads of food and power ups. At the end of this section, a Cook boss lurks. Simply find a helper and an ability to kick his butt. Then, lose your ability and swallow the Chef to steal his powers. However, you can only use it once.



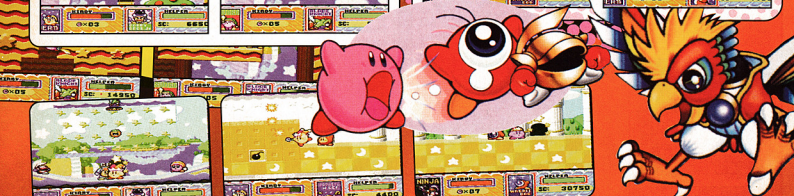
CANNON BONUS

At the end of each stage is a bonus round where the aim is to shoot Kirby past a finishing post. If you manage it, you'll receive three lives. Fail and Kirby will only be given one.



STAGE TWO: FIRST SECTION

Pass the green ladder and continue right. Blast the blocks to clear the path and enter the door to find the Ninja ability. Now, go back to the ladder and continue left. Once Kirby arrives at the bomb block, use the Spark ability to hit it. This will uncover a hidden door. Inside, step on the switch to uncover a hidden section on the map. Once the stage is complete, enter the new level via the map to find a huge ability room. In here you can pick and choose what ability you want!



Stuck in a Nintendo game? Call the official hints and tips Hotline on (01703) 652222

Seeing as this is "the season to be jolly", I've decided to try and get along with my good friends (ahem...) in editorial. I don't know how long it will last – probably a couple of hours – but I'm prepared to give it a go. Who knows? It could be the start of a beautiful friendship. Anyway, with Christmas a mere two weeks away I thought I'd better start to come up with some New Year's Resolutions. For a start, I've decided to be nice to ALL the readers, and not just the ones who are nice to me. But I can't think of any more. So, can you help? If you've got any ideas, let me know. Send your resolutions or any other points you wish to make to: HELP SEAL GET IN GEAR FOR THE NEW YEAR, Mailbag, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

SEAL: Not this old chestnut again! Every month some silly fool invents a make-believe character, claims that he's tougher and better, then boasts that he's going to overthrow me. Well, it's been tried before and every time it fails. Get it into your thick skulls – I won't go away. I have too many loyal fans, and if you weren't just a made-up character invented by some sad loner, I'd use my army of loyal Nintendoids to destroy you. As for the editorial team, they're not stupid – just sad. They wouldn't work for a puny little squid like you. Oh, and are you really that gormless to think you can turn your Super NES into an N64? Get back to your putrid pond before you get squashed, you pathetic, smelly little oik. I rule and that's the end of the matter. Alright?

THERE'S A NEW CHIEF IN TOWN!

Dear Meal,
Aaargh! It is I, your arch enemy: Squidlid, Controller of the Seven Things. If you look out of your primitive window you'll spot my ever-growing army of nefarious T.U.R.D.S (Terrifying, Ugly, Ruthless, Dangerous Swingers). I can see that you're in deep shock as you have a somewhat pathetic smirk on your face. Pah!
Now, answer my question! If I was to attempt world domination, I would need a regular slot in your mag. Failing that, I'd need a Nintendo 64. However, to be able to afford one, I'd have to raise taxes. So instead I've decided I could remove the 16-bit chips from a Super NES, then hire an N64 and take out its 64-bit chips. Then, by plopping the 64-bit chips into my Super NES and making the cartridge slot bigger, I could be the first squid to play Super Mario 64 on a Super NES! Amazing...
Oh, just one more thing. Yes, it's true the NMS geezers are plotting against you because they're working for me – they're my very own C.I.D's (Cretins In Disguise).
Squidlid, AKA Lee 'Sub Zero' Church, Peterborough.

SEAL: Well, what can you say about that, eh? If you don't want to take our word for it, listen to young Steven. He's absolutely spot on – the N64 is totally awesome. And when you think about it, March 1st is only just around the corner. In a few months' time we'll all look back on the delays and have a bloomin' good chuckle. Keep the faith, my little halibuts – the waiting's almost over.

A FRIEND IN NEED!

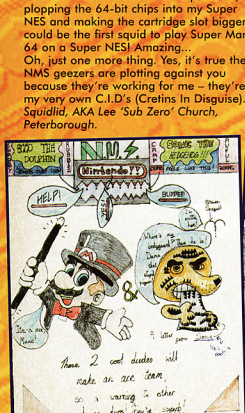
Dear Seal,
Recently, my dad and I went to visit one of his friends in Stoke-on-Trent. When we arrived, my dad and his pal started talking about old times whilst I just sat there, twiddling my thumbs. Suddenly my stomach went into spasm when I spotted a small box next to the TV. I couldn't believe my eyes – it was an imported Japanese N64 with Mario 64 plugged in! I wasn't going to miss this one-in-a-million chance, so I plucked up the courage and asked if I could have a look. It was excellent – so easy to get into. The graphics were ace and the pad was just out of this world – the analogue 3D Stick is so simple to use. Now I'm not that bothered about the delay – believe me, it'll be well worth the wait. Thanks Seal.
P.S. I am yours and Nintendo's No.1 fan.
Steven Coulthard, Newton, Chester.

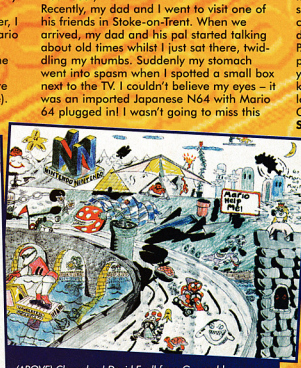
SEAL: Well, what can you say about that, eh? If you don't want to take our word for it, listen to young Steven. He's absolutely spot on – the N64 is totally awesome. And when you think about it, March 1st is only just around the corner. In a few months' time we'll all look back on the delays and have a bloomin' good chuckle. Keep the faith, my little halibuts – the waiting's almost over.

AS UGLY AS SIN!

Dear Seal,
I hate to say this but anything as ugly, beastly, creepy and weeny as you must be a Saturn! By the way, I reckon you're not a real seal, just some fool from NMS, you flippin', floppin', stingin' little stink fish! Why should you get to play on the god of all consoles, the N64, you sucking-on-a-dummy, sick, putrid little fishy git?
P.S. You know, you'd look good in a frying pan when I kill you. Oh, but I forgot – you're a human! A-ha-ha-ha! By the way, keep that silly Halloween mask on – you look much, much better.
Christopher Adams, Peckham, London.

SEAL: How dare you speak to the Seal of all seals like that! I'm fed up telling people that I'm real. Remember: you wrote to me, you little stinking maggot. How can I be compared to a Saturn? I'm good looking, practical, clever and, more importantly, I'm good at games. I can't believe I'm replying to your letter – it was a real waste of ink. Anyway, with the holiday season about to begin, I'm prepared to live and let live just this once. Don't let it happen again, you silly little plankton. I know where you live, after all!





(ABOVE) Clever boy! David Exall from Gwynedd, Wales, has squeezed most N64 games onto one page! (LEFT) The Sega-Smasher, eh? Well done Samik Datta from Hull. So where's the Playstation-Pulveriser, then?

WHAT'S GOING ON?!

Dear Seal,
What the hell do you think you're doing? After reading about a N64 game called FIFA '97 (by the way, I hate football games), I was appalled to see a horrible advertisement for the Sony Playstation. NMS is a Nintendo magazine, not a

SECOND SECTION

Continue right until you reach the blocks. Shoot these away to find a path. Follow it left to discover an extra life and energy fruit. However, these treasures lie on spikes and Kirby must get hurt in order to collect these. Walk right to find a castle guard. Attack him until he yields then swallow him to gain the hammer ability. Walk though the door way to find a wooden stump in the ground. Whack this down using the hammer to find three hidden lives. Now proceed to the Bonus stage.

STAGE THREE: FIRST SECTION

Towards the end of this section you'll find an exit surrounded by blocks. Crumble them to enter a room filled with food and an extra life. Watch out for the Spike monster 'cos, if Kirby loses his ability, he'll block the way out and your only option will be to press the reset button. Phew! Thank God I warned you...

SECOND SECTION

A deep shaft filled with red bricks is your next obstacle. Walk right, then follow the slope left and jump the gap to fall down the left side of the ledge. Enter the door to find some bonus items, then continue right to exit the section.

THIRD SECTION

Icy caves block Kirby's path to stage four. Shoot the bomb blocks to reach the food. Soon you'll reach some tracks with sledges. These sledges will carry you across the section quickly. Continue right and climb the ladders to reach the exit.

STAGE FOUR: OH MY GAWDFATHERS!!

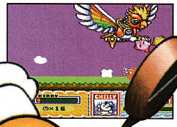
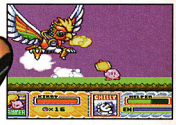
Keep yer eyes peeled in this lava section 'cos, in the bottom left of the screen, a secret entrance is hidden. This is a bonus area where Kirby will have the choice of nine different power ups. Totally supertastic! If you have the hammer, pound down the post near the water to reveal a secret corridor. Jump into the cannon to be shot to the top of the mountains and find an extra life. You're gonna need it...

NEARLY THERE!

On your way to Dynablade, Kirby will walk along a path guarded by a Walrus, Hammer Boss, and some Poppy Bros. It would help if you had a helper accompanying you as these nasties take a while to beat. I recommend the Ice and Blade techniques as these are the most powerful. Once you kill them, continue to the exit to meet Dynablade.

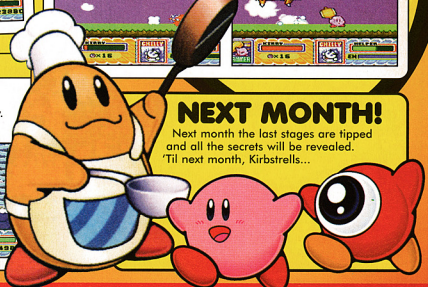
RUN! RUN!... IT'S DYNABLADE

On top of a high mountain lurks Dynablade. Make sure you have a partner before tackling her. The best weapons to have are the Blade and Sword powers. Keep jumping and attacking Dynablade, but watch out when she dives towards you. Don't let her pick you up in her claws as this will zap nearly half your energy! Keep up the attacks and this bird will soon end up in the oven!

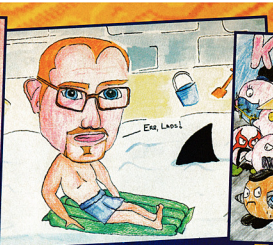



NEXT MONTH!

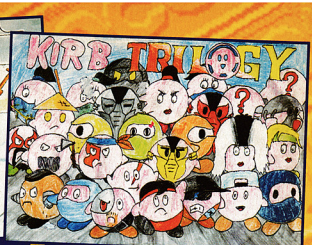
Next month the last stages are tipped and all the secrets will be revealed. 'Til next month, Kirbstrells...



(ABOVE) Ryan Hall of Worksop, Notts, is a man after my own heart. Just look at Davey squirm!



(ABOVE) What a handsome chap! (Oi, McComb! Get off my computer! – Seal) Ta, Jeffrey Sheen of E.Sussex.



(ABOVE) Honestly, that little glob of pink plasticine gets everywhere! Cheers, Daniel Wain, Wakefield.

blinkin' book for Sega and Sony ads. Have you, Dave and the rest of the NMS guys gone completely insane, or are you a Sega boffin at heart? I knew it all along.
P.S. Send that piece of crap Steven Seagull round if you want. I'll sort him out!
Simon Thomas, London.
SEAL: You might hate football games, but you'd be a buffoon to ignore FIFA '97 – it's going to be tops. We've received many letters about the Sony advertisements in the magazine. All I can say is, it's out of our hands – by law, anyone can advertise whatever they want. Anyway, I know you're all too clever to be sucked in by their fancy ads, so if they want to waste their money that's their problem. Chill out and ignore it – that's what I do.

I LOVE SEAL... HE'S LOVELY AND HE'S REAL!

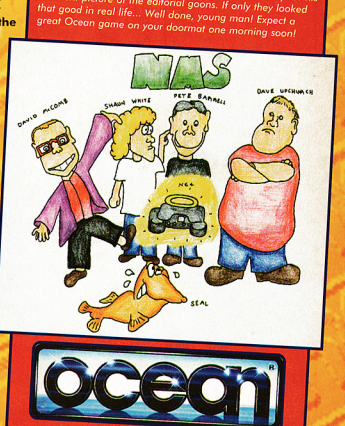
Dear Seal,
It's another one of my poems, only this time there's more about you!
I'm sending this poem to Seal's
Mailbag,
To tell him what I think of this great
Nintendo mag,
It's got lots of games and loads of
cheats,
But Seal's Mailbag is my biggest treat.
The rest of the crew, well they're
okay,
But if you ask me, I will always say,
The coolest one is Seal,
And that's the permanent deal.
So anyone who's reading,
Or listening to what I say,
This magazine is brilliant,
And I would buy it every day.
Kate English, Dublin, Ireland.
SEAL: At last, a poem about yours truly. What can I say? It brings a tear to my eye every time I read it. Thank you for the kind words, Kate. With all this hate mail I'm receiving at the moment, it's nice to know there are still people out there that appreciate me. You and me against the world, eh? We'll show 'em.

CONFESS MY SINS!

Dear Seal,
I'm a traitor to Nintendo! I've owned a Super NES for three years. At the same time my brother received that low-down hunk of plastic better known as a Mega Drive. For two years I remained true and kept well clear of the thing. But last year my Super NES went in for repair and I... I... I... played Sonic the Hedgehog. Since I got my Super NES back, I haven't been able to play on it. Can you wash me of my sins, PLEASE? I have just bought DKC2 but want to be forgiven before returning to my beloved Super NES. I'll be good again!
P.S. You are God!
Philip Cheethan, Newcastle Upon Tyne.
SEAL: One thing really worries me. You didn't actually mention whether or not you enjoyed the experience of playing Sonic. If you thought it wasn't too bad, then I'm sorry – there's just no way I can forgive you. You deserve to spend the rest of your days in total darkness. However, it seems to me that you're truly remorseful. If this is the case, I'm prepared to forgive you just this once. Let this be a lesson to you kids: this could happen to anyone and, as you can see, the result can be devastating. Don't ever let it happen again, Philip – next time, you won't be so lucky. I'll be watching you, so be careful!

OCEAN PICTURE OF THE MONTH

Many thanks to Adam Bones, 13, of Frimley in Surrey for his excellent picture of the editorial goons. If only they looked that good in real life... Well done, young man! Expect a great Ocean game on your doormat one morning soon!



SEAL'S MOST WANTED!!

Well, I'm off now to tuck into me turkey and stuffing. You didn't expect me to eat only fish, did you? Just think, after the festivities, the N64 will be just a couple of months away. Boy oh boy, I can hardly wait! Anyway, 'til next month, have a good Christmas, and I'll speak to you in the New Year!

E-MAIL!

- What should Seal's New Year's resolutions be?
- What do you think of the latest batch of top Super NES software?
- Any N64-related pictures and drawings. Keep 'em coming, readers!

AT-BOY!!

- Implying Seal's not real.
- Wishing death upon mighty Seal.
- Mario and Killer Instinct pictures.

Q&A

READER SYSTEM

(ABOVE) DKC3: Coming to a Super NES near you this Xmas, you lucky, lucky gamers!

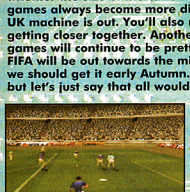
(ABOVE) Turok... Looks good, plays great and sounds absolutely awesome! We can't wait!

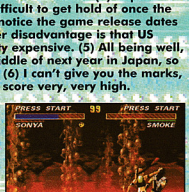
Judging by your letters lately, it seems that everyone's starting to get pretty excited about the UK launch of the N64. It's strange that, only a few months ago, certain people were predicting a gloomy future for Nintendo, but suddenly things are looking rather rosy. As we speak, there's a host of excellent Super NES games coming out to keep you Nintendoids happy during the festive season, and then we can all start looking to March 1st which, as it's been said before, isn't too far away. Anyway, if there's anything you want to know, drop me a line at: GIVE US THE LATEST SKINNY, DAVE, Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Q YOU ARE MY ONE AND ONLY!

Dear Dave,
Can you please answer my questions as you're the only person who can help?
(1) Why did Nintendo decide to release the N64 next year?
(2) I've saved enough money now to get the N64 on American import. Should I buy one or wait for the UK launch?
(3) If I bought an imported American N64, would I be able to play British games on it when they're released?
(4) If not, when the UK N64 is finally released, will the US games become hard to get in Britain?
(5) When will FIFA Soccer be released on the N64?
(6) Can you tell me the percentage scores for Mario 64, Pilotwings 64 and Waverace 64?
Donny Wayte, Glasinfryn, North Wales.

A DAVE:(1) Perfection takes times I'm afraid. I think it's also fair to say that production times slipped a little but, rather than rushing out inferior hardware and software, Nintendo made the decision to delay the release and get everything just right. (2) Bearing in mind March 1st isn't a million miles away, I would recommend waiting for the UK launch. (3) Apparently the games are universal, although we're still not sure whether the size of the carts will be the same. (4) Import games always become more difficult to get hold of once the UK machine is out. You'll also notice the game release dates getting closer together. Another disadvantage is that US games will continue to be pretty expensive. (5) All being well, FIFA will be out towards the middle of next year in Japan, so we should get it early Autumn. (6) I can't give you the marks, but let's just say that all would score very, very high.





(ABOVE) Another seasonal treat for all loyal Nintendoids - UMK3 on the Super NES. Get it now!

Q WHAT A SUCK-UP!

Dear Dave,
Editor of the greatest video games magazine ever, please answer my questions!
(1) When will NMS start giving the N64 games percentage ratings?
(2) Is there a possibility that the N64 will be out for Christmas?
(3) Over the past couple of months you've been showing us Turok: Dinosaur Hunter, and told us how good the game is. However, you haven't mentioned the sound. So, how good is it?
(4) Will NMS be releasing a book listing every cheat ever printed?
(5) What is the release date for Donkey Kong Country 3?
Daniel Skates, Bangor, Gwynedd.

A DAVE:(1) We'll be scoring the games to coincide with the UK releases. That way we can inform you of any modifications. (2) Absolutely no chance. (3) Not all the sound effects have been added to Turok, but it already sounds fantastic. (4) It's possible, but we're still deciding which promotions to do next. (5) We're still waiting for the official release date, but it should be on sale as we speak.

Q CONVERT THE CONVERTED!

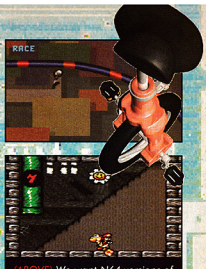
Dear Dave,
Could you please answer my questions?
(1) When will Ultimate Mortal Kombat 3 be released on the Super NES? Will it be in time for Christmas?
(2) When the N64 hits these shores, will Yoshi's Island and MK Trilogy be two of the first games released?
(3) When will Super Bomberman 4 be released?
(4) I've read that you wouldn't need a converter to play UK or US carts on a Japanese N64. Is this true?
(5) Will Wonder Project J2 and the other RPG's which have been announced for the N64 get an official release in the UK?
David Knox, Cumbria.

A DAVE:(1)Again, like DKC 3 we're still waiting for official confirmation, but it should be out in time for Christmas. (2) I very much doubt we'll see Yoshi's Island immediately, but Mortal Kombat Trilogy should be one of the first. (3) It's been released in Japan, but we still don't know whether it will receive a UK release. (4) You won't need a convertor, but you may need a step-up adaptor. (5) Hopefully Wonder Project J2 will be released in the UK. As for the other RPG's that have been announced - Zelda will definitely be released!

GROVELLING GETS YOU EVERYWHERE!

Dear Dave,
Please, please, please, please could you answer all my questions?
(1) Is there any way of mail-ordering the UK N64? If so, how?
(2) Do Nintendo have any plans to release a N64 version of Unirally because I think it's a great game?
(3) Are Nintendo going to give the Dinovisor a UK release. If yes, will there be a special package which includes the visor and Turok: Dinosaur Hunter?
(4) Is there a British web site for Nintendo? If so, what's the address?
(5) Will there be a series of Mario games for the N64 like there's been on other Nintendo formats?
(6) Is it worth waiting for the UK N64, or do I get an import machine from Japan as a Christmas present?
James Edwards, Westcliff-on-Sea, Essex.

DAVE:(1) Not that I know of, although most of the leading game stores should be taking orders by now. (2) Unfortunately not, but anything's possible. (3) Nobody knows as yet. Most peripherals tend to flop when they're released in the UK. (4) Not at present and, when you bear in mind that Nintendo only has a distributor in the UK, it's highly unlikely. All the decent games-related web sites were listed in issue #47. (5) You bet. Remember, Yoshi's Island 64 is due to appear in December. (6) With only a few months to go, I'd consider waiting if I were you. It's not long now!

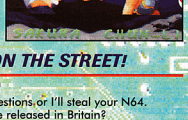


(ABOVE) We want N64 versions of these top titles. Now, please!

FIGHTIN' TALK FROM CHESHIRE!

Dear Dave,
Please answer my important questions!
(1) Is it worth buying Street Fighter Alpha 2 for the Super NES as I already own SF2 Turbo?
(2) If yes, how much will it cost?
(3) Why have Thunder and Cinder been removed from KI Gold? They were my favourite characters.
(4) Is it true Nintendo are releasing a smaller Game Boy, and how much will it cost?
(5) Why did Nintendo change the name of the Ultra 64?
(6) Why has Sony copied Nintendo by putting buttons on top of the Playstation joypad?
Stephen Lloyd, Cheshire.

DAVE:(1) Absolutely! Street Fighter Alpha 2 is the best of the bunch. (2) It should cost £49.99. Remember, there'll be limited supplies, so it might be worth ordering one in advance. (3) They were believed to be the most unpopular. Fret not, the new characters are ace. (4) They have indeed. The Game Boy Pocket is out now and costs £49.99. (5) Unlike the Super NES, which is called the Super Famicom in Japan, Nintendo decided the N64 should have the same title when launched worldwide. Japan had already changed it to the N64, so the rest had to change. (6) It's obvious! The idea of having extra buttons on top of the joypad is an excellent idea, so it makes sense to rip-off the concept!



WHAT'S HE ON ABOUT?!

Dear Dave,
Please, please answer my questions as they're not the same old boring ones!
(1) I heard that the N64's gameplay isn't as good as the graphics. Is this true? I need to know!
(2) Will the Super NES games and accessories be cheaper when the N64 is released over here?
(3) Are you going to do a player's guide for Super Mario 64?
(4) When will FIFA '97 be released for the Super NES?
(5) I sent in a tip for Super Mario Kart and it was printed in issue #49. I received four stars along with a few others. Did I win?
(6) When will the N64 go down in price because I won't be able to afford it at £200?
(7) Are there are football sims in the works for the N64?
(8)Which should I buy - MK Trilogy or KI Gold?
Vincent Coyne, Galway, Eire.

DAVE:(1) Total rubbish! Where do you get your information from? The gameplay is just as good as the graphics. (2) The prices have dropped for many accessories, and even the games seem to drop in price quite quickly nowadays. (3) Of course, but we'll print it to coincide with the UK launch. (4) FIFA '97 should be out now. (5) I'm sorry to say, you didn't. The Battle Arena Toshinden tip won. (6) Not for a while. It's already been announced that it will cost £249. If the price drops for the launch, it'll still probably cost £200. (7) If you mean management sims, then the answer's no. However, if you mean general football games, FIFA Soccer and J-League Perfect Striker (ISS 64) are in development. (8) It's horses for courses, really - but both will be excellent!

THE WORD ON THE STREET!

Dear Dave,
Please answer my questions or I'll steal your N64.
(1) When will SFA2 be released in Britain?
(2) When will the NMS UK Tour be coming to Chester?
(3) What good Super NES titles will be released before Christmas?
(4) Which should I buy first - Super Mario 64, Pilotwings 64 or Waverace 64?
(5) Any more news on X-Men Vs Street Fighter from Capcom?
(6) Please could you print a picture of Sagat, Sodom or Ken from SFA2?
Ian Chaddock, Chester.

DAVE:(1) SFA2 should be out early December. (2) I'm not sure. We'll see what we can do. (3) Gawd, where do I start? Donkey Kong Country 3, Tetris Attack, SFA2, Sim City 2000, Ultimate Mortal Kombat 3. Is that enough? (4) Tough choice, although I think everyone should own Super Mario 64, so I'll go for that. (5) Nothing as yet. We're hoping it will appear on the N64, but we're still waiting for confirmation. (6) No problem.

(ABOVE) Tetris Attack: Simply the best Super NES puzzler... EVER!

THE TWELVE DAYS

Santa Claus, eh? What a moron! No matter how long you spend squeezing all the presents you want onto your Christmas list, the hairy git still insists on bringing you woolly socks, crap CDs and that hideous jumper you'd rather die than wear in front of your mates! Pah! But don't despair, you lucky, lucky Nintendoids, 'cos your friends at NMS know what you really want for Christmas and, over the next four pages, we're going to shower you with dazzling gifts!

ON THE THIRD DAY OF CHRISTMAS, NMS GAVE TO ME, THREE DKC3S!

DKC3: Dixie Kong's Double Trouble is the best platformer ever to grace the Super NES. With a huge world to explore, brain-taxing RPG elements, and the best 16-Bit graphics we've ever seen, DKC3 is the essential Super NES game to own this holiday season! Just answer this easy question, and the monkey business could be yours!

QUESTION THREE: What do you call Diddy Kong's lovely granny?
a) Smelly
b) Wrinkly
c) Crinkly

ON THE FIRST DAY OF CHRISTMAS, NMS GAVE TO ME... A NINTENDO 64!

Yes, yes and, indeed, YES! Quiver with excitement, loyal readers, 'cos we've got the greatest games console EVER up for grabs. If that isn't enough, the lucky winner will also receive a copy of Super Mario 64 to start their N64 collection! Have you ever known a games mag to be so generous...? No, neither have we!

QUESTION ONE: How many stars do you need to complete SM64?
a)150 b)90 c)120

ON THE FOURTH DAY OF CHRISTMAS, NMS GAVE TO ME... FOUR UMK3S!

The N64 may just be round the corner but, with games like Ultimate Mortal Kombat 3 doing the rounds, it's clear that there's a lot of life left in the ol' Super NES yet! Featuring most of your favourite Mortal characters, and a couple more besides, this'll keep you happy during the long winter nights!

QUESTION FOUR: What's the centaur-like boss in UMK3 called?
a) Muffin b) Motaro c) Michael

OF CHRISTMAS!

THE BIGGEST NMS COMPO... EVER!

ON THE SECOND DAY OF CHRISTMAS, NMS GAVE TO ME... TWO GAME BOY POCKETS!

There's only one thing almost as good as an N64... the Game Boy Pocket! The new slim-line GB, with its improved screen and reduced battery consumption, is the essential gift for Nintendoids on the move. And with top titles such as The King Of Fighters '95 and Tetris Attack on the way, there's never been a better time to be a GB owner!

QUESTION TWO: How many batteries do you need to run the GB Pocket?:
a)Two b)One c)Four

ON THE FIFTH DAY OF CHRISTMAS, NMS GAVE TO ME... FIVE VIDEO PACKS!

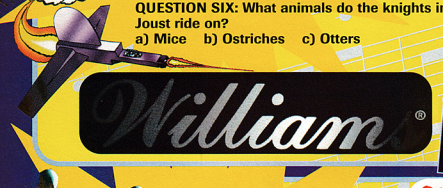
Bored with the Queen's speech? Can't watch The Wizard of Oz for the hundredth time? Wouldn't it be nice if you had some top vids to watch on these dark winter evenings? Well, now you can! Just answer the simple question below and you could be the proud owner of Blade Runner, Beetlejuice AND Babylon 5 Volume 18! Wowzers! A video bonanza and no mistake...

QUESTION FIVE: Who directed Blade Runner?
a) Ridley Scott b) Tracy Paper c) Bill Stickers

ON THE SIXTH DAY OF CHRISTMAS, NMS GAVE TO ME... SIX WILLIAMS ARCADE'S GREATEST HITS!

Want to take a step back to the golden days of video games? Well, William's Arcade's Greatest Hits from T•HQ is the perfect place to start! With Defender, Defender II, Joust, Robotron 2084 and Sinistar to choose from, Arcade's Greatest Hits features the titles that set the standards for the games we play today. Utterly, utterly brilliant! Every Super NES collection should have one...

QUESTION SIX: What animals do the knights in Joust ride on?
a) Mice b) Ostriches c) Otters



ON THE NINTH DAY OF CHRISTMAS, NMS GAVE TO ME... NINE FIFA '97 GOLD EDITIONS!

Listen up, sports fans! If you don't want to brave the winter weather to support your local team, don't despair! Simply answer the question below and you could be curling up in front of our telly with a copy of EA's latest soccer sim, FIFA '97 Gold Edition!

QUESTION NINE: Which team does our long-haired lovely Shaun support?
a) Liverpool
b) West Ham
c) Arsenal

ON THE ELEVENTH DAY OF CHRISTMAS, NMS GAVE TO ME... ELEVEN SHADOWS OF THE EMPIRE COMIC SETS!

It won't be long until you can sample the delights of Shadows of the Empire on your N64 but, to keep you happy in the meantime, just enter this compo and you can read all about Dash Rendar's battle against the Galactic Empire in Boxtree's brill comics. May the force be with you, and all that...

QUESTION ELEVEN: What do you call the ice planet where Shadows begins?
a) Hoth
b) Jupiter
c) Bespin

ON THE TWELFTH DAY OF CHRISTMAS, NMS GAVE TO ME... TWELVE PGA EUROPEAN TOURS!

Last, but by no means least, comes T•HQ's excellent golf sim, PGA European Tour. With a host of different courses to choose from and seven different modes of play, PGA European Tour is the best way to play golf without having to risk the perils of a miserable UK winter!

QUESTION TWELVE: Which of these ISN'T a course in PGA European Tour?
a) Wentworth
b) Forest of Arden
c) Davey's Den

ON THE SEVENTH DAY OF CHRISTMAS, NMS GAVE TO ME... SEVEN INCANTATIONS!

Reviewed in NMS last month, Incantation follows the adventures of Zimra, a little lady wizard whose father has been kid-napped by the evil Neucroman. An ideal game for younger gamers, Incantation is the best way to hook your little sister on the marvels of the Super NES! Actually, maybe that isn't such a good idea...

QUESTION SEVEN: What mark did Incantation score in NMS #51?

a) 92 b) 78 c) 87

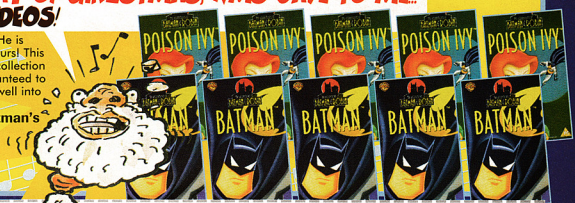
ON THE EIGHTH DAY OF CHRISTMAS, NMS GAVE TO ME... EIGHT WAR OF THE GEMS!

The whole gang's here... Iron Man! Captain America! The Hulk! Spiderman! Wolverine! Take control of your favourite hero and help them recover the Infinity Gems, the stones which hold the universe together. However, as they're being guarded by Dr Doom and a host of other nasties, it could be slightly harder than you thought...

QUESTION EIGHT: Which character guides the Marvels in War of the Gems?

a) Adam Warlock b) Thanos c) Blackheart

ON THE TENTH DAY OF CHRISTMAS, NMS GAVE TO ME... TEN BATMAN VIDEOS!



He is the night. He is vengeance. He is Batman... and now he could be yours! This Batman Animated Series bumper collection features two separate tapes, guaranteed to keep all you bat fans entertained well into 1997! Holy freebies, Batman!

QUESTION TEN: What is Batman's real identity?

a) Chris Hobbs

b) Peter Parker

c) Bruce Wayne

TO STAND A CHANCE OF WINNING SOME TOP PRIZES, JUST COMPLETE THIS ENTRY FORM AND SEND IT TO:

DING-DONG MERRILY ON HIGH! Compo, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

If you don't want to cut your lovely copy of NMS, simply photocopy the entry form and send that instead! All entries must reach us by January 14th, 1997, when the lucky winners will be plucked from Pete's comedy Christmas boxer shorts. Good luck!

NAME:

ADDRESS:

AGE:

MOST WANTED N64 GAME:

Please ring the correct answers:

QUESTION ONE:	**A**	**B**	**C**
QUESTION TWO:	**A**	**B**	**C**
QUESTION THREE:	**A**	**B**	**C**
QUESTION FOUR:	**A**	**B**	**C**
QUESTION FIVE:	**A**	**B**	**C**
QUESTION SIX:	**A**	**B**	**C**
QUESTION SEVEN:	**A**	**B**	**C**
QUESTION EIGHT:	**A**	**B**	**C**
QUESTION NINE:	**A**	**B**	**C**
QUESTION TEN:	**A**	**B**	**C**
QUESTION ELEVEN:	**A**	**B**	**C**
QUESTION TWELVE:	**A**	**B**	**C**

Nintendo®

NEWS NETWORK EXTRA!

EH?!

What's going on? News at the *back* of the magazine? Yes, we know it's a bit odd, but we had so much exciting Shoshinkai stuff to tell you that we had to move the 'regular' news. And here it is. Rest assured, normal service will be resumed next month!

OH HELL!

Okay, so you probably haven't exactly been jumping through hoops at those murky, grainy screenshots of Doom 64 seen before. But now the latest piccies have arrived – and if these aren't enough to breathe fear into you, you must already be dead.

For starters, don't expect Doom 64 to be a simple conversion of the PC, Playstation or Saturn versions. No sirree, this is a unique bloody gore-fest which will blow the minds of even the most experienced Doomsters. There are at least 30 mammoth levels planned, and our sources have revealed that it'll run at an ultra-smooth 30 frames/second no matter how many blood-soaked corpses fill the screen.

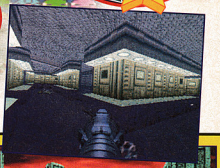
All the monsters have been re-rendered and made to look even more frightening. The Lost Souls now have a spooky transparent effect, and there's also a two-headed Cacodemon roaming the levels desperately trying to end your life prematurely. In addition, each creature now comes in three varieties, all with differing strengths and skills.

Although the game has been enhanced graphically, it still plays exactly as before although it does take full advantage of the N64 controller. Players have the choice of either using the 3D Stick or D-pad to control their space marine. The A and B buttons are used for scrolling through the weapons, strafing is achieved via the C buttons, and firing is activated with the Z trigger.

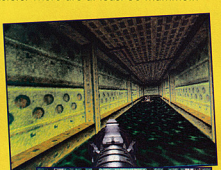
So, what else can we expect to see? Well, the developers are keeping things tight to their chests at present, but we've heard a couple of rumours, although they've yet to be confirmed. The first is that there will be at least one new weapon hidden somewhere in the game. The second piece is that you'll be able to hunt down evil clones of yourself. These will have improved AI, so in theory it'll be very similar to playing a Death-match.

Sadly, however, those early rumours of a split-screen multi-player mode have been scotched. Boo! We're all a little disappointed about this, especially after the news that Hexen 64 will feature a four-player option. Still, don't let that put you off what is sure to be one of the N64 highlights of 1997.

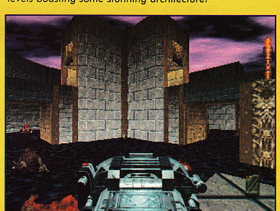
(RIGHT) One of Doom 64's most impressive aspects is the awesome lighting effects used throughout. It's all so real you'll believe you're in Hell!



(ABOVE) Doom 64 features over 30 newly-designed levels boasting some stunning architecture!



(ABOVE) What foul terrors lurk in those illuminated archways? We don't know – yet!



SEEK AND YE SHALL KILL!

(ABOVE) Mean, moody and magnificent – that's the forthcoming Hexen 64! Oh yes!

(ABOVE) One of Hexen 64's minor baddies gets up close and personal – with your fist! Bokka!

Another first-person blaster trying to steal Doom and Turok's thunder is Hexen 64, which will be published by GT Interactive towards the end of next year. Originally developed for the PC by Raven Software in collaboration with id Software (the makers of Doom), Hexen is being converted to the N64 by Software Creations, who are also working on Blade & Barrel for Kemco and Creator for Nintendo.

What sets Hexen apart is that it's much more than just another run-n'-blast Doom clone. Players get to choose between three different types of character – Fighter, Mage and Cleric – each of whom has different abilties and special powers; for example, while the Mage and the Cleric can cast spells, the Fighter has a vast of armoury of weapons to mash his foes.

Although essentially another seek-n'-destroy title, Hexen incorporates more puzzle elements than most other games in this genre. There are times when you'll need to destroy part of a room, locate a special switch or find a unique coloured key if you're to continue on your travels. Particular detail has also been paid to the sound effects, with the music changing in pitch and tempo as the action heats up. However, possibly the most interesting new element is the Death-match mode, in which up to four players select a character and are then whisked away to an arena where the objective is simple: find the others and kill them before they kill you. Depending on the number of players, the screen is split either horizontally or into quarters (as in Mario Kart 64), with each player having their own mini-screen to play in.

Thanks to our chums at GT we were privileged enough to have a peek at the game. Despite being early in development it already looks great, with everything moving oh-so-smoothly, even in four-player mode. Keep reading 'cos we guarantee more blood and guts Hexen-style soon.

(ABOVE) Hexen 64 is sure to ring your bell! (Ho-ho!)

(ABOVE) They say that two heads are better than one, don't they?

(LEFT) Look! You can just about make out some of those newly-rendered baddies if you squint hard!

(ABOVE) If Doom 64 puts the fear up you in screenshot form, just wait until you see it moving! Eeek!

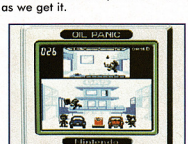
I'VE BEEN AROUND THE WORLD!

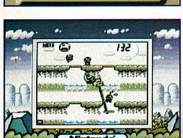
Following on from the hugely successful (ahem) Cruis'n USA, Midway are set to release the sequel into the arcades – Cruis'n The World. So, if you've ever wanted to drive the streets of London or travel through downtown New York, now's your chance. You can visit 12 countries, ranked from easy to hard, drive one of twelve vehicles, excluding secret and player-customised cars, and enjoy the experience through one of three viewpoints. New game features include wheelies, jumps, flips and short cuts. There will also be a four-player link-up mode available. And for those readers who actually found Cruis'n USA a fun joy-ride, we'll have a full 64-Play in the next issue.

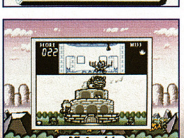
(ABOVE) Cruis'n The World looks great, but will the gameplay improve upon that of its lacklustre prequel.

OH YOSH, HE'S BACK!

Remember Game Boy Gallery? Of course you do. Four Game & Watch games on one Game Boy cart. Well, it's about to return in Japan, under the same title, only this time the little man you control has been replaced with none other than Yoshi. This time the developers have opted for Manhole (again), Octopus, Fire and Oil Panic. It's due for release in January 1997, although after the original being a huge flop in the UK we're not too hopeful for this receiving an official launch. More as we get it.







(ABOVE) At top is the how the game originally looked, and below there it is updated with Yoshi!

(ABOVE) Does anyone remember this one? 'Cos we don't. Why not write in and tell us how it played?

BOUNCING BACK TO YOU!

That loveable pink blob Kirby is back in a new puzzle game called Kirby's Kirakira Kids. At present we're unsure how the game works, but judging from these screenshots it looks like a Puyo Puyo clone. It features all of Kirby's friends and various power icons from his trek across Dream Land. There also appears to be a Versus mode which is good news for all of you who own a link-up cable. The release date has been confirmed for January, and with the current range of Kirby games being launched or relaunched in the UK at the moment, there's every chance of this appearing here in the coming few months.

SAVACENTRE!

In Japan Nintendo has teamed up with retail outlet Lawson Inc. to release the first Super Famicom downloadable game device. Gamers are now able to purchase a special cartridge adaptor for approximately $50, which allows players to visit their local Lawson store and have the game of their choice downloaded straight into the adaptor. Games will cost between $10 to $40. Nintendo tried this before with the old Nintendo Entertainment System (NES) which proved unsuccessful.

DRIVE A DREAM MACHINE!

After months of guessing games, Titus has finally announced its first N64 release. It's none other than Lamborghini 64, a follow-up to the Super NES title, Lamborghini American Challenge. Players will be able to race against each other in a variety of vehicles including a Ferrari, Porsche and Bugatti, and it's claimed that thanks to the game's real-time 3D rendered environment players will be able to experience the most realistic racing game to date. Apparently there will be a selection of tracks, adverse climate conditions and a host of competitions. The game is due out in Spring '97, and we'll keep you posted of any developments.

HELP IS ON HAND!

Marooned in Mario or Dumbstruck in Donkey Kong Country? Well, don't fear 'cos the boys from the Nintendo Hotline will be on-hand right the way through the Christmas period, ready and willing to offer advice on any gameplay query. Listed below are their opening hours during the festivities:

Tuesday, 24th December:	11am – 8pm
Wednesday, 25th December:	11am – 3pm
Thursday, 26th December:	11am – 3pm
Friday, 27th December:	11am – 3pm
Saturday, 28th December	10am – 3pm
Sunday, 29th December:	10am – 3pm
Monday, 30th December:	11am – 8pm
Tuesday, 31st December:	11am – 8pm
Wednesday, 1st January:	11am – 3pm
Thursday, 2nd January:	11am – 8pm

WE ARE NOT ALONE!

You only have to mention the word 'Scully' and instantly Chris and Shaun stop what they're doing and enter into a complete drooling daze for the next thirty minutes. It wasn't a major problem until our buddies at Titan Books dropped in six copies of their latest graphic novel, X-Files: The Haunting. Now work has come to a complete standstill.

In The Haunting, Mulder and Scully have to investigate a series of strange deaths at an excavation site in the heart of Africa. Some of the bones that are unearthed are rumoured to be those of Eve (although Adam is nowhere to be found). Not only are they under pressure to discover the truth, they also have to worry about a ghost haunting the area.

The X-Files: The Haunting is available from all good book-shops, price £9.99, or by mail order on (01536) 763 631 (quoting ref. Nin/XH). Titan books also have taken over the publishing side of Manga Entertainment, including Manga graphic novels.

However, if you'd rather get your hands on a copy for nowt, answer the simple question below:

Q. What is Scully's first name?

(a) Donna
(b) Diane
(c) Dana

If you know the answer, write it down on the back of a postcard or a sealed down envelope, along with your name and address, and send it to:

THE TRUTH IS OUT THERE AND IN NMS! Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

All entries must reach us by January 31st, 1997, when the lucky winners will be drawn from Chris' authentic FBI-style filing cabinet.

TWIX FITS!

Okay, so your time wasn't good enough for you to make the TWIX finals, but there's still a chance to win some goodies. We've been able to secure 20 official challenge T-shirts and baseball caps, and they're all for our devoted readers.

All you have to do to be in with a chance to win one of twenty prizes is answer this easy question:

Q. What is the name of the geeky bloke featured in the latest ad campaign?

(a) Norm
(b) Gordon
(c) Davey

Now write your answer on the back of a postcard or a sealed down envelope, along with your name and address, and send it to:

TAKE A BREAK FROM THE, ER... Compo,
NMS, Priory Court,
30-32 Farringdon Lane,
London, EC1R 3AU

All entries must reach us by January 31st, 1997, when the winners will be drawn from the NMS sweety cupboard.

IT NEEDS ADAPTING!

In last months Game Boy Pocket feature we mentioned that the new handheld console had the same size mains connection as the original Game Boy. Unfortunately, we have been informed that it is, in fact, smaller, and subsequently you need to purchase a separate mains adaptor. Sorry for any confusion caused!

N64 PLAY

NINTENDO 64

CART SPEC

- **BY:** WILLIAMS
- **PRICE:** SEE IMPORTER
- **RELEASE:** OUT NOW (USA)
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 64 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1-4 Players
- **HEAD TO HEAD:** Oh, indeed!
- **BATTERY BACKUP:** Yes
- **CONTINUES:** N/A
- **OPTIONS:** Loads 'n' loads!

GAME INFO

- **GAME ORIGIN:** Wayne Gretzky is about to put his Super NES nightmare behind him, and explode onto the N64
- **GAME DIFFICULTY:** Variable
- **SCORE TO BEAT:** Beat the Pittsburgh Penguins 13-9 to win playoffs.

GAME CONTROL

- **CONTROLLER:** 3D Stick
- **RESPONSIVENESS:** Excellent

A — Shoot/Kneel

B — Pass/Steal

Z — Shoot

Hook / Check / Trip / Turbo

L/R — L: Not used; R: Switch Players

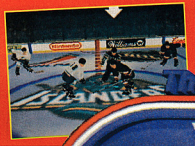
S — Pause

GAME CREDITS

- **DEVELOPED BY:** WILLIAMS
- **DISTRIBUTED BY:** NINTENDO
- **MADE IN:** USA
- **ARTWORK:** © NINTENDO

So far all the N64 releases, with the exception of Shogi, have been extremely impressive. However, deep down you know there'll be a blip at some stage. The first N64 sports sim has appeared in America, but will an ice hockey title cause mass hysteria in the UK like it will in the land of stars and stripes? Oh, I think so...

Okay, so ice hockey isn't the most popular sport in the UK. However, you've only got to look at the NHL series to realise that, if a game is developed correctly, there's no reason for it not to be a huge hit. In fact, you might not remember, but Wayne Gretzky has already appeared in his own Super NES game, although the less said about that the better! Now the golden boy of the National Hockey League is about to make his Nintendo 64 debut. So, let's throw away all those preconceptions about American sports games and check out the action.



SKATE TO VICTORY!

Wayne Gretzky's 3D Hockey is proving extremely popular in the arcades. However, it's worth pointing out that the N64 version is much more comprehensive. The main difference between the two is that the coin-op plays a four-on-four match with three outfield players and a goalie. The N64 edition retains this option, but also features a Simulation mode which allows players to try the regulation five-on-five confrontations.

NOT GOOD ENOUGH! TRY AGAIN!

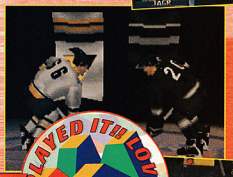
Are you struggling to score? Do you always take the lead in the last minute, only to lose as the final few seconds tick away? Well, maybe it's time for a little tuition to hone your skills. Practice mode offers three training programmes covering all aspects of ice hockey. Offense allows you to control the rink with only the opponent's goalie taking part. Defence is virtually the opposite, with your player doing his utmost to prevent the opponent's full squad scoring. The last choice is Shooting, which is a simple one-on-one with the keeper.

LICENCE TO THRILL!

A major coup for the developers was receiving the NHLPA and NHL licences. This means that the game can now feature all the NHL teams, along with their official logos and uniforms. More importantly, most of the professionals also appear, many of whom are easily recognisable, even on the rinks! Each team features nine players from their 1996 roster, with the option to control any one at any given time. Each player is also rated in categories - Speed, Shooting, Strength and Defence.

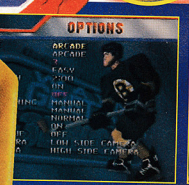
FOUR YOUR EYES ONLY!

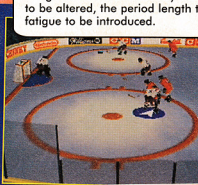
The highlight of the game is, without doubt, the four player option. Controller ports one and two represent one team, with three and four controlling the other. Gamers must decide whether they want to team up and play against the CPU, or go head to head against each other. Each human player is given a colour (Blue, Yellow, Red, Green) which appears under their skates. A white ring also appears inside the circle to let players know if they've still got a Turbo boost available. If you haven't got any mates to play this with, go out and find some... now!

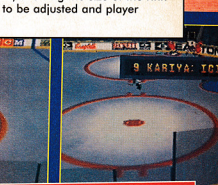


YOU WANT OPTIONS? YOU GOT IT!

WG3DH comes complete with more gameplay options than you could possibly imagine! The game features all the rules you'd expect from the real sport, along with options to customise each match to suit your individual style. This enables players to make the game as realistic as they want, allowing the size of the rink to be altered, the period length to be adjusted and player fatigue to be introduced.

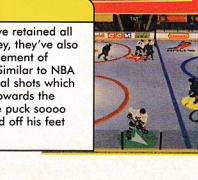


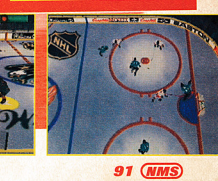




HE'S ON FIRE!

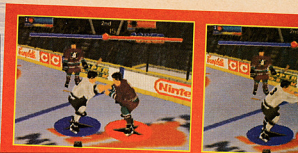
Although the programmers have retained all the serious aspects of ice hockey, they've also had some fun and added an element of humour into the proceedings. Similar to NBA Jam, players can perform special shots which send a burning puck hurtling towards the keeper! Players can also hit the puck soooo hard that the goalie is knocked off his feet and into the net!





MY CAMERA NEVER LIES!

To take advantage of the 3D surroundings, Gretzky's Hockey features seven different viewpoints. However, unlike other games on inferior consoles which offer numerous, yet unplayable, angles, all can be used without any problems whatsoever!

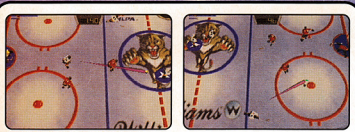


LOW SIDE CAMERA

This standard viewpoint is the best, allowing you to get as close to the action as possible without jumping into a players' uniform yourself! And we wouldn't want that now, would we...?

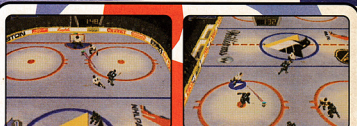
MEDIUM SIDE CAMERA

Damn! We're in the cheap seats now! The action doesn't seem quite so intense at this high angle, but it gives you a much broader view of the rink.



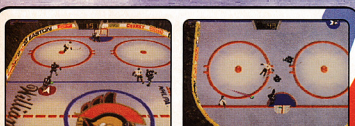
HIGH SIDE CAMERA

High Side allows you to watch with the gods, so that you're virtually looking down onto the ice-rink. This mode makes it easier to see the rest of your team mates.



RIGHT GOAL CAMERA ONE

Now the action's shifted to behind your goal. This viewpoint allows players to see the action from the side of the net. The camera follows the action as it shifts from side to side.

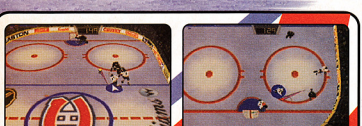


RIGHT GOAL CAMERA TWO

The camera has now been centred behind the goal. Unlike the previous option, this view stays fixed in place with the camera zooming in and out to follow the action.

LEFT GOAL CAMERA ONE

Whereas the Right Goal Camera allows you to see your opponent's goalie, this view has switched through 180 degrees with a roaming camera focusing on your keeper.

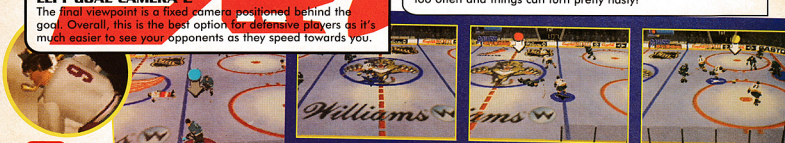


LEFT GOAL CAMERA 2

The final viewpoint is a fixed camera positioned behind the goal. Overall, this is the best option for defensive players as it's much easier to see your opponents as they speed towards you.

DON'T YOU JUST LOVE BEIN' IN CONTROL!

Similar to the NHL series, the controls are easy to get to grips with. The A and B buttons are used for Shooting and Passing, with the Z trigger acting as a second shoot option. However, when you're controlling the defence, you can really take advantage of the extra buttons. Three of the four yellow keys (one being used as a Turbo button) are used to maximise your defensive potential. Hooking and tripping are both legal, as is the good old fashioned body check. However, use these tricks too often and things can turn pretty nasty!



GO ON MY SON! RIP HIS 'EAD OFF!

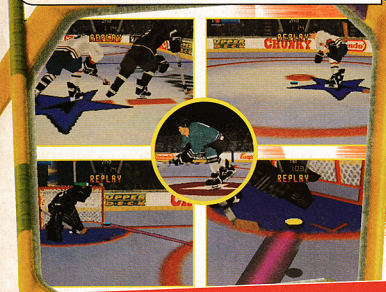
After knocking players flying for most of the game, it's inevitable that tempers will become frayed. So don't be surprised if the game stops and a good old punch-up breaks out! The screen changes angle, reminiscent of a standard 2D beat-'em-up, with power bars appearing towards the top of the screen. As soon as your bar disappears, you hit the deck! Luckily, in Arcade mode a fight doesn't result in a trip to the sin-bin - it simply returns to the action!

THERE'S A STREAKER ON THE RINK!

To emphasise the fast pace of the action, a streak is left behind every time you release the puck. There'll also be times when this changes to a puff of smoke as you launch into an unstoppable shot. This clever addition can also be seen when you use your Turbo button to break away from your opponent. Make sure you use it wisely, 'cos you only get one Turbo boost per attack. The red light in the top corner of the screen indicates whether or not you've used your Turbo. If the light's out, you'll have to wait until you regain possession.

INSTANT REPLAY!

You've taken the puck round all three players, gone back around your goal, and repeated the same trick before slotting the puck past the helpless keeper. What do you do next? Why, you relive the glorious moment courtesy of the Replay option, of course! Not only does this allow you to pause, slow down and rewind the action, but it also allows you to zoom in so the puck is right in yer face!



WAYNE'S WORLD!

As stated earlier, this is Wayne's second appearance for Nintendo. Regular readers might remember the hugely disappointing Wayne Gretzky and the NHLPA Allstars which received a deflating 67% in issue #43. However, for those who haven't the faintest idea who Gretzky is, here is a quick introduction. Wayne plays for the Los Angeles Kings, and is very much the media darling of the sport. During his illustrious career, he's won the Stanley Cup no fewer than four times, and is the highest points scorer in NHL history. They don't come much bigger than that, eh?

COMMENT

SHAUN At last, the first sports title for the N64 arrives and, boy oh boy, does it rock! It's easy to get carried away with the technology behind the N64, but this truly is a masterpiece. For a start, it actually *feels* like you're controlling a real player - they're solid and easy to master. The presentation is superb, and the playing area is simply incredible. After playing various games on the 32-Bit machines, Wayne Gretzky's shows how advanced the N64 really is. No glitching, no pop-up, and no dreaded "loading, please wait" messages. You may not be looking forward to this sim, but just one game will change your opinion on ice hockey titles forever. The most action-packed, fast-paced sports game I've ever played. Buy it!

N64 PLAY

NINTENDO 64

BREAKDOWN

	LOW	FAIR	GOOD	RICH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	RICH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

GRAPHICS

▲ Stunning! The characters are so solid that they must be seen to be believed. The characters look extremely realistic and the movement is incredibly smooth.

SOUND

▲ Lots of over-the-top American commentary to increase the realism. The crowd react to the action, and even the noise of the puck being whacked sounds cool!

PLAYABILITY

▲ This has to be the most addictive sports sim I've ever laid my hands on. No bull! The 3D stick makes the game so playable you'll struggle to put the controller down!

LASTABILITY

▲ With all the NHL teams to beat, this game will stay in your N64 slot for some time! For long-term appeal, get some mates and three new controllers. You'll never want to go out again!

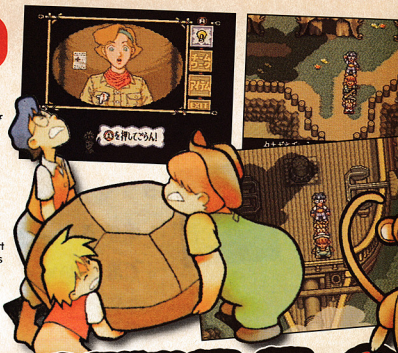
OVERALL

Banish those ideas that ice hockey games can't be fun. Play this once and you'll realise exactly why we're ranting and raving about it. This game is incredible. Buy it before someone else beats you to it!

SPECIAL FEATURE

So you're a big fan of RPGs, eh? Liked Zelda, hmm? Thought the Final Fantasy series was a blast, huh? Well, lucky reader, you're in for a big treat with the release of Nintendo's Marvellous: Another Adventure Island, an RPG which pits three friends against vicious pirates, snotty kids and unhelpful monkeys. However, as there are no plans for a European or American release, only readers fluent in Japanese need apply for this trip...

Marvellous: Another Adventure Island follows the adventures of three boys, Dion, Jack and Max, on a trek across a dangerous desert island in search of their school teacher who, somewhat foolishly, has gone and got herself kidnapped by nasty pirates. The game mixes RPG puzzles and arcade action, the characters having to unlock certain secrets before new sections of the island become open to exploration. Along the way the heroes must interact with a range of different characters, all of whom are searching for something and won't help you unless rewarded with a gift. Greedy bunch!



MARVELLO

Another Adventu

Hiya, I'm Dion! I may be small but I'm great at throwing things and I can run like the wind. However, at the moment I seem to have a large wooden barrel glued to my bottom...

Hello, readers! I'm Jack and when you find my special jumping boots I'll be able leap to high platforms. I'm also an excellent fisherman and natural leader. Oi! Who called me 'Speccy'...?

FANCY A THREESOME!?!

Unlike other RPGs, Marvellous allows players to take individual control of the three characters, each of whom has different strengths which must be used to solve puzzles. The character you're controlling wears a fedora hat to indicate that he's the leader of the gang, and comes equipped with a loud whistle to wake up their friends should they get bored and nod-off!

GET MAROONED AND ADVE

Urp! Pardon! Max's the name, Parp!, and I just love scoffin'! I'm a dab hand at swimming and playing football, and me blubber's good for helping fishermen drag heavy weights out of the water!

LET'S WORK TOGETHER!

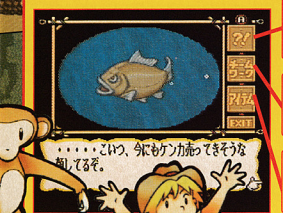
As well as using their individual powers to solve puzzles, the friends can club together to open new parts of the game. As well as standing on each others shoulders to climb walls, the diminutive heroes can gang-up to lift rocks and other heavy barriers.

Hey, lads! You look like a strong bunch... Could you help us move this cauldron of water...? It's heavy!

No problem! C'mon, Dion and Jack, let's stand around the weighty container to get a good grip.

JUST CONSIDER THE OPTIONS!

To solve problems, you're presented with three icons. When the action button is pressed the screen turns grey and you can then direct a pointer at the object or person that you want more information about. Here's what they do...



Look: Examine objects and people to see if they can help.

Pull/Push: Move objects which are blocking your path.

Give/Take: Interact with the characters you meet.

PROBLEMS! PROBLEMS! PROBLEMS!

Although Marvellous features some quite simplistic problems, it also contains a range of brain-teasers which will have you playing well into the wee hours. Most of the problems involve working out which character would like the object you've just found, while other puzzles will have you searching for combinations to unlock doors and chests. When examining certain objects you're also presented with a close-up shot and you must use the finger icon to see which parts are useful in solving the problem in hand.

As you walk into your tutor's tent, you'll see her cowering on the ground. Eeek! A nasty little mouse has got inside...

After positioning your friends outside so that the mouse can't escape through a hole in the tent, go to the close-up.

Now, direct the pointer at little sod's nose and tap the joypad's D-pad left and right until you've stretched it out of shape!

When his nose turns red the mouse will give up and run away with his tail between his legs! Problem solved...

ALL THIS AND ARCADE ELEMENTS TOO!

As well as puzzle solving, Marvellous occassionally calls on your arcade skills, adding variety to the typical RPG format. In one scene you must catch fish to feed some hungry friends but, rather than simply casting the line, you must carefully draw the fish towards the river bank or it'll escape. There's even a soccer scene where tubby Max must kick a football through the door of a tent to score a goal and enter a gambling sub-game! One thing's for sure – if you're willing to persist with the Japanese text, Marvellous presents a long and rewarding challenge.

TUROUS IN NINTENDO'S NEW RPG!!

One... Two... Three... HEAVE! Gawd, it's bloody heavy, innit? Let's quickly move it to one side.

Cheers! There's a nice stick down that tunnel; why don't you have it? It's the least I can do, after all...

GAME DATA

- ***GAME:*** MARVELLOUS...
- ***BY:*** NINTENDO
- ***RELEASE:*** OUT NOW (IMPORT)
- ***GAME TYPE:*** RPG
- ***PLAYERS:*** 1 PLAYER
- ***CART SIZE:*** 24 MEG

NMS ON THE ROAD

The monthly meandering continues as Shaun, long hair and all, sets off on his travels to please the Nintendo puntlets of Britain with his bulging sack of goodies. So, where did he go to this time? Why, it's the good ol' city of Norwich! Let's see what he found...

My two previous trips to Norwich could hardly be described as rip-roaring successes. Both visits to Carrow Road to support my beloved West Ham United have produced no goals and, when you consider the best result I've seen has been a 0-0 draw, you don't need a degree in common-sense to work out that this isn't my favourite place to visit. So, will it be third time lucky, or will I leave Norwich a sad, lonely loser? All will be revealed!

HEY, KIDS!

Top prizes ahoy! If you want to win yourself some exciting Nintendo goodies, just track down a roving NMS reporter on the allotted day and show 'em your latest copy of the mag. Easy!

NMS UK TOUR 96

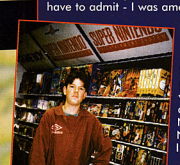
NORWICH

ELECTRONIC BOUTIQUE
ST STEVEN'S STREET

Brian Smith, store manager for EB, surprised me with news that the Super NES bundles were still selling well. With Killer Instinct and Super Mario World/Allstars packs available, people were already starting to reserve their consoles for Christmas. Having recently returned from a company beer-up (sorry, "conference"), Brian has been fortunate enough to play Super Mario 64. So what did he think? "It's really smooth, really cool. So long as all the games are of the same quality as Mario, the N64 will be superb." Brian did confess to owning a competitor's console, but made amends with his final words. "Having played on the N64, I must say that it's much smoother. I have to admit - I was amazed."

TOP FIVE PREOWNED BARGAIN

(1) Star Wars
(2) International Superstar Soccer D
(3) Killer Instinct
(4) Smash Tennis
(5) Olympic Summer Games



Mark Hawkes is a fighting fan and loves the majority of beat-'em-ups on the Super NES. Having bought a lovely Super NES only a few months ago, Mark had just purchased a preowned copy of Mortal Kombat 2 when I nabbed him. "Hopefully I'll be able to afford Mortal Kombat 3 next month," he told me. No surprises as to what he wanted to play on the N64. "I can't wait for Mortal Kombat Trilogy. What I've seen so far looks excellent."

Next to step forward was Sloane Owen, who admitted to loving football sims, although his favourite game is Killer Instinct. "I've seen some Killer Instinct Gold screenshots and it looks ace." Unfortunately, Sloane doesn't know if he'll be able to buy a Nintendo 64 in March. "I'd like to buy one, but I don't know if I'll have saved up enough by then." Oh well, have a T-shirt to cheer you up.

Spencer Summers is another Nintendo newcomer and owns Donkey Kong Country and Super Star Wars. "I used to own a Mega Drive but I quickly got fed up with it, and managed to buy a second-hand Super NES really cheap," he says. Although fairly new to the wonderful world of Nintendo, Spencer knew a little about the N64, but is more than happy with his Super NES to worry about upgrading just yet. "To be honest, I can't afford one at the moment, so I'll keep with my Super NES for the time being."

Kenneth Sheet was looking at a variety of classics when I bumped into him. "I love playing all the oldies like Super Mario World, International Superstar Soccer and Super Mario Kart, and I want F-Zero to add to my collection," he says. His N64 knowledge was limited, although he'd seen some Mario footage which he thought looked brilliant. So, what does he want for Christmas? "Donkey Kong Country 3 looks cool, so I think I'll go for that." Excellent choice, young man!

NMS ON THE ROAD

Jamie Gough's been a Nintendoid for over two years, and still loves an evening indoors playing Zelda: A Link to the Past. In fact, it's still his favourite game. So, what has Jamie seen on the N64 which catches his eye? "I've seen quite a bit of Super Mario 64, and it looks absolutely brilliant." Again, Jamie wasn't too concerned about the March '97 release date. "It gives me more time to save up." Sensible words, matey!

Lee Gough, like his brother, also loves playing Zelda 3, and lists RPG's as his favourite type of game. He also enjoys playing beat-'em-ups like Street Fighter 2 Turbo. Lee is desperately counting down the days to March 1st. "I'll definitely buy a N64 on the day of release. The games look excellent, and the joypad is really cool. I can't wait," he said as he grabbed his Killer Instinct T-shirt.

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£14.99
£34.99

I bumped into John Reeve whilst he was searching for a new beat-'em-up to add to his ever growing collection. "I've got quite a few games now, and my favourite is Super Street Fighter 2." John went on to talk about the forthcoming N64 release. "I think it'll be the best system ever. Mario 64 looks awesome."

Darren Carter has to visit his cousin to get his hands on a Nintendo joypad, but he loves beating his younger relative at a game of Kirby's Ghost Trap. He's keeping his options open as to which console he's going to buy. "I'll wait until the N64 comes out," he stated. "If the games look any good, I'll buy one."

Yet another beat-'em-up fan, Kevin Carty, loves Street Fighter 2 and Mortal Kombat 2 but couldn't decide which was his favourite. However, he's very disappointed about the N64 delays. "I was hoping it would come out in time for Christmas," he commented. Has that made him change his mind and opt for something else? "No way! I still want to play Super Mario 64, so I'll just have to wait until March, I guess."

John Blake wandered up with a copy of NMS tucked in his pocket, and began to talk about his favourite titles. "I love Killer Instinct, and still enjoy Super Mario Kart." John's mother and brother are huge Game Boy fans, and he admitted that his mum was the best when they linked-up for a game of Tetris! An avid NMS reader, John has been very impressed with the N64 coverage. "It's been brilliant. I can't wait for Killer Instinct Gold to be released. That's the main reason I'll be buying one."

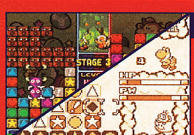
"You look nothing like Pamela Anderson," were Andrew Kershaw's first words (commenting on a previous editorial). He's the first puntlet to list Mega Man titles as his favourite, whether they're on Game Boy or Super NES. "I like difficult platform games," he admitted. "Mega Man games are much harder 'cos he can't duck. They're tougher than the rest." Andrew's owned a Nintendo console for years, and still loves playing the older, classic titles. With regards to the N64, Andrew was hoping to see the system on display, but unfortunately he's still waiting. "I've read all the Mario features. The N64 is very impressive, far better than the Playstation." Wise words - have a Game Boy game for your troubles.

CHRISTMAS CRACKERS!

For those of you that are still pondering which new titles to put on your Christmas list, here's a few reminders of the killer titles on Super NES and Game Boy this Christmas. If you have any sense, you'll ask that Mr Claus for every single one!

(1) DONKEY KONG COUNTRY 3

The Kong family are back, but this time it's up to Dixie and Kiddy to save the day. This stunning game should be on every Super NES fanatic's Christmas list..



(2) TETRIS ATTACK

Join Yoshi and friends in the most addictive puzzle game ever to grace the NMS offices. Tetris Attack is guaranteed to ruin your social life and give you sleepless nights. Approach with caution!

(3) STREET FIGHTER ALPHA 2

After a two-year absence, Street Fighter returns with more characters than ever before. Yes, the arcade excitement is back with the most comprehensive SF battle ever. Excellent stuff!

(4) DONKEY KONG LAND 2

Diddy Kong returns to the jungle to save Donkey Kong from K Rool and his evil Kremlings. Helping him on his travels is the love of his life, the lovely Dixie Kong.

(5) ULTIMATE MORTAL KOMBAT 3

Choose from 23 characters, all armed with an array of fatalities, babalities and friendship moves. New backgrounds, moves and surprises abound in this fantastic beat-'em-up!

COMING SOON

Don't forget that Davey, our not-so-new deputy editor, will be on the streets of Belfast on **Friday afternoon**, **December 27th**. After that we'll be taking a month's break before setting out again, with an all-new Shopwatch feature. Don't despair if we haven't visited your town just yet. We'll be back soon, so watch this space for further details.

1997

THE YEAR OF NINTENDO!

Not long now, loyal readers! Before you know it, you'll be bored with your Christmas presents and it'll be March 1st – N-Day! However, to keep you occupied during the sleepless nights before the N64 is released, we're gonna bring you more exclusives than you could shake a 3D Stick at...

SUPER MARIO KART 64!!

First exclusive playtest of the most eagerly-awaited racing game of all time! We're almost wetting ourselves with excitement! Oooops... sorry.

SHADOWS OF THE EMPIRE!!

Join us for another exclusive playtest as we travel across the universe with Dash Rendar in his battle against the evil Galactic Empire!

CRUIS'N USA!!

The first true racing game for the N64 falls under the feared scrutiny of NMS. So will it be perfection or pants? We'll help you decide!

SHOSHINKAI!!

Okay, so you've had a little taster of Nintendo's awesome announcements at the Japanese games show. But now you want more! NMS will be bringing you all the info on next years startling releases.

CHANGE THE SYSTEM!!

The N64 is gonna change the way you look at games forever. And, guess what? NMS is gonna change too! Look out for more exciting news next month!

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ISSUE 53 ON-SALE JANUARY 15th!!
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NEXT MONTH!
LET THE GOOD TIMES ROCK!!

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NINTENDO MAGAZINE SYSTEM 98% NMS

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- **4 different play modes**
- **Extensive team and game stats**
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WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH WERE RELEASED AT LEAST 10 YEARS PRIOR TO THIS WRITING, UNLESS PERMISSION HAS BEEN GRANTED BY THE PUBLISHER IN QUESTION TO DO OTHERWISE.
REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEW MAGAZINES.
WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM,
PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE.
THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES.
AND EVEN THAT TIME-TABLE IS JUST NOT FEASABLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB, COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS I FEEL THAT NOW MORE SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE.
THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED.
SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM,
DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS.
SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.